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POSTER**



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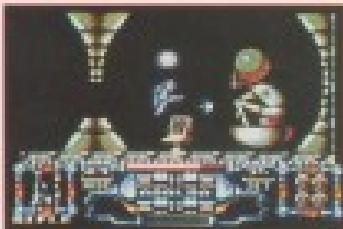
Space Rogue • Maze Mania

If there's no cassette on this cover  
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... . . .

**4 FREE  
GAMES!**



**Dan Dare III**

## GRAPHIC SEX

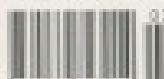
Meaningless  
titillation  
or harmful  
preoccupation?



**Toobin'  
Ghostbusters II  
Chase HQ**



ISSN 0889-6277



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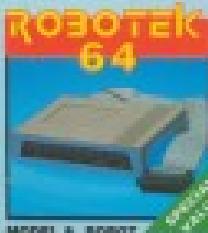
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- Continuous recording. Up to 16 samples in sequence.
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YOUR C16 EASILY



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January 1990  
C64 User Magazine \$12

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# WATCH YOURSELF

YC and ZEON have joined forces to offer 25 readers a brand new watch.

Following the Ghostbusters logo on the face, the new line of Zeon watches are superb in design (they even keep the time). And to be in with a chance of winning one, all you have to do is answer a few of the following stunningly simple questions...

Write the answers down on the back of a sealed envelope (or postcard) and send them (by March 3rd) to:

Just In Time Company  
YC  
Angus House  
Boundary Way  
Brentford  
TW8 7JB

If you were to buy a Zeon Ghostbusters watch in the following countries, what currency would you need?

1. France
2. Germany
3. Russia
4. Greece
5. Australia

The first 25 correct entries drawn out of the proverbial hat will win a watch.

If by some misfortune you have failed to win, they are available at all branches of H. Samuel Jewellers.

# ZEON<sup>®</sup> LTD.

# The COBRA

*The Stick With The  
KILLER BITE!*

TOUGH  
RUGGED  
AND MEAN

[FEATURES]

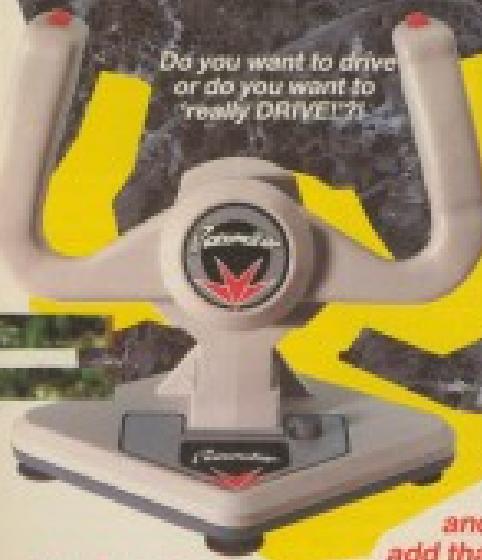
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[FEATURES]

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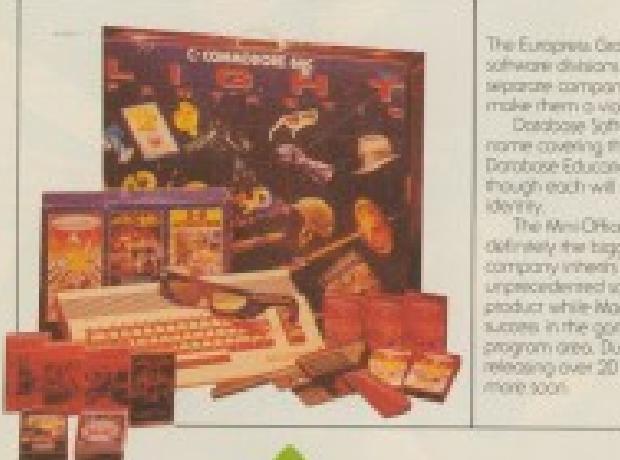
EUROMAX ELECTRONICS LIMITED, 600A EASTWOOD IND. EST., STOKE ON TRENT, ST4 5JL, NORTHUMBERLAND, TEL: 0692-602541

# D-E-T-A

Domark's *Tengen* continues this, the brilliantly naff title of Escape from the Planet of the Robot Monsters, although the style is described as being "comic book". Although the style is described as being "comic book", there is a clear air of B-movie. Heroes John and Linda land on Planet A to rescue Professor Sarah Bellum to be of a brain from the evil Reggards.

On the way the two groovy fella's have to rescue human slaves from the Reggards' hordes which have been set up to produce an army of robots. Their eventual aim is to destroy Earth (should horror hit home).

Prices and release date? Anybody's guess but it will definitely run on a C64 maybe.



Commodore distributor, Payfield Communications is claiming that Santa was overloaded with computers this year in the biggest hardware boom since 1984.

With the C64 Light Fantastic and amiga 500 Batman packs selling well, Lorenzo Cohen, Payfield's managing director, sees this as an especially surprising occurrence "showing that the German craze can overcome even the Chancellor's tight money policy".

During the run up to Christmas, Commodore had Parkfield hit a landmark with the sale of the 300,000th amiga 500. This makes the machine the most successful 16-bit games computer in the UK (in other words, bigger than the ST but less than the PC). Maybe one day the Amiga may equal the number of sales that the C64 has achieved - one day in the far future though.

'Wings of Fury' is the Domark/Broderbund release set during the Second World War.

As pilot of a Hellcat the player has to provide air support for USO Waco, a badly damaged aircraft carrier. In glorious 3D you can strafe, dive-bomb and dogfight supply enemy planes, ships and soldiers. The aim being to protect the Waco while running the Japanese Empire into the land of the shifting seas.

'Wings of Fury' has caused its way into the shops and will blast a £14.99 sized hole in your savings.

The Europeia Group has turned its Database software division and Mandarin Software into a separate company, which means that sales must make them a viable, self-supporting proposition.

Database Software will now be the umbrella name covering the old Database software, Dombase Educational Software and Mandarin, though each will maintain its own label and identity.

The Macintosh business program suite is definitely the biggest selling product which the new company inherits but Fun School 2 has built up an unprecedented sales record for an educational product while Mandarin has not been without success in the games and game construction program area. During this year the company will be releasing over 20 titles so we should be hearing more soon.

Danish Telecom has scored a success in the area of data compression. The home-grown compression system has been adopted as the heart of the proposed VQ2000 standard which is expected to have gained final approval of the CCITT during February.

The approval will mean that VQ2000 will be incorporated in mainstream and various proprietary networking systems. It's good to see that a British company can still have an international impact in the computer market.

When the going gets rough, the rough structures. After disappointing American sales figures, Commodore has beaten up its European sales set-up.

In general, computer sales in the States are taking a nose dive both in the home computer market and the business sector. In Europe the situation is a lot better and the formation of Commodore Marketing International is the company's way of trying to grab as much of this market as possible.

CMi is headed by Tom Sawyer who joined Commodore from Compaq last summer and now has the task of bringing the considerable support for all of Commodore's activities throughout Europe.



One day it may be possible for a pilot to don't up flying hours without leaving the ground. SubLogic is not only predicting this but also making moves towards making it a reality through its latest product Flight Controls 1.

Flight Controls is a console which incorporates a steering column and all of the principal controls found in a modern light aircraft. If the US licensing authority, FAA approves, the combination of Flight Controls and Macintosh's Flight Simulator (written by SubLogic) could constitute a *合法* "aircraft" for logging the necessary flying hours which a private pilot needs to maintain a licence.

The fact that SubLogic is even approaching the USA *Space*朝 for flight simulation have come but would you trust pilots who did most of their flying in their living room?

Although there are no plans to produce the Flight Controls unit for the USA, SubLogic does have a new scenario disk for its own Flight Simulator for Macintosh and Milton packages. Hawaiian Odyssey reproduces the Pacific islands in great detail and includes a mysterious gateway to a fantasy world.

Everything from downtown Honolulu to Pearl Harbour is reproduced and you can even fly into the crater of Mount Iao, one of Hawaii's most volatile volcanoes. Could this be the gateway to the fantasy world?

Dorothy has agreed to lend its expertise to promote consumer initiatives. Cooke Water. The deal means that Dorothy can concentrate on the programming while Dorothy do all the marketing.

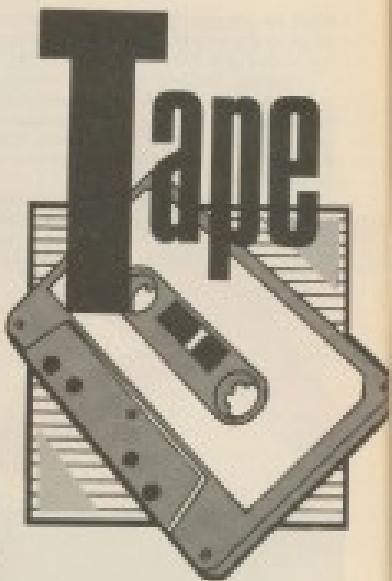
This clever 'Water' exercise involves an innovative technique of using 102 polygons to create a realistic representation of 17th century England. This is the period when Protestants and Catholics were at each other's throats and Beccle Thorne's proto-type Good Queen Bess was on the throne. None of this is relevant to the game, however, which involves finding an unoccupied pub. Yes, you can end up in one of four houses. On the way you will have to flush down a range of evil spirits and solve a bundle of puzzles.

Telling of evil spirits reminds me about our new *Two Party*, the bear who shay but the spirits were his guests.



**HAWAIIAN  
ODYSSEY**  
SCENERY ADVENTURE

# On The Tape



It is a dark still night, the full moon is shining eerily and the atmosphere is electric. Your heart beats quickly.

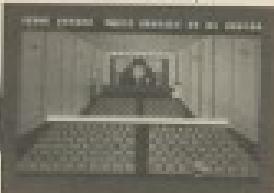
You are the JACKAL, and you are metamorphosing into a werewolf. You howl at the moon and she fills you with immortal power. You know your task and you will be loyal to the ghosts of DEATH VALLEY.

Your aim is to rescue your girlfriend who fled in terror into a HOUSE OF THE UNDEAD! Can you save her before the demons of HELL get to her?

## Joystick Or Keyboard

Keys: Z-Left C-Right

Shift-Jump





**S**teer Quirky Colin through the streets of this diverse, 3D scrolling city using items scattered around to help you overcome obstacles such as the lake, foreground and building site.

The faster you go the higher your score - so look out for items that will speed up your bike - like the turbo charger - and keep an eye on the clock.

You will need skill in controlling the acceleration and gear changes to achieve a good score, especially in the drag race at the end of the game.

## BIKE CONTROLS

### Joystick:

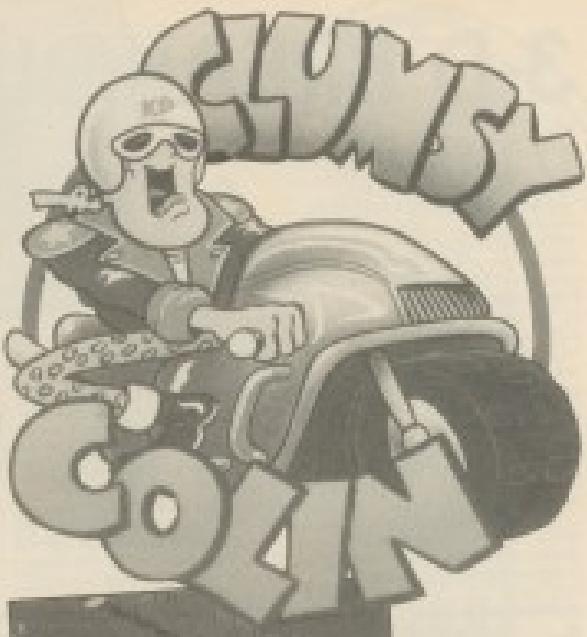


Press button to change gear.

### Keyboard:

- N - Left
- M - Right
- A - Accelerate
- Z - Decelerate
- SPACE - Change gear

# ACTION



# 3-D BREAKOUT

It is a 3-Dimensional version of the old game of Breakout, with the wall being in the distance and the ball apparently moving in and out of the screen. You simply have to hit the ball back towards the wall with a joystick-controlled bat (in part 20) to knock the wall down and score points.

The game play differs from the original in two ways. Firstly at higher scores the bat does not reduce in size as this made the game predictably unpredictable, and secondly when the ball is through a gap in the wall it does not bounce back and fore behind the wall, so this made it far to easy to play, but bounces back through the wall at random.

The game gradually speeds up as you score more points until it's played at twice the starting speed. The speed increases occur at 400, 800, 1200, 2000, 4000 and 10000.

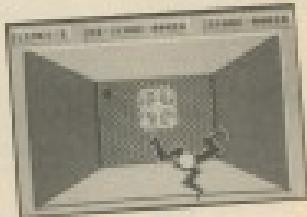
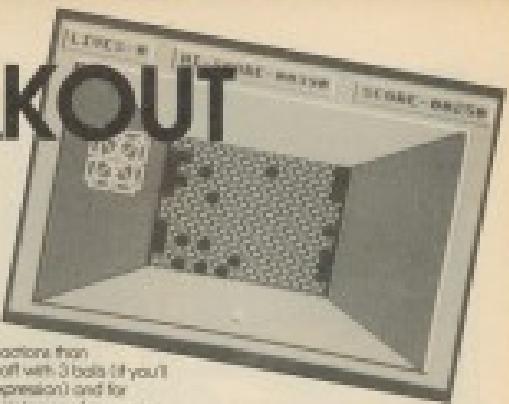
**S**antolus space station - a known hotbed of subversive and anti-human activity. Small wonder then, that you, Earth's most inspired space jockeys, have been selected to go in and clean out this nest of alien war machinery. The problem is that Santolus station is a maze filled with hostile devices. Frankly, you haven't got a snowflake's chance of getting in and out alive. But, chin up, shoulder back - you might as well try...

## A maze of death

The game presents you with a view of the maze seen from above. Using

points, and if you get to that stage you must have faster reactions than me. You start off with 3 lives (if you'll pardon the expression) and for every 1000 points scored you get another life. Also when you have completely cleared the screen you will get a bonus of another 3 lives up to a maximum of 9 lives.

If you fancy a break from Breakout then the game can be paused by pressing any key, and restarted by pressing the space bar. To start a game or to restart a game if you should happen to miss a ball then simply press the fire button on the joystick.



# SANTOLUS

In Part 2 you have to shoot your way through a number of obstacles in order to reach the alien motherhip at the end of the maze. Kill this by shooting into its power ball - if you get that far... The problem is that alien defences will be trying to stop you. Your ship can absorb a certain amount of punishment, as it is composed of three modules, but as more and more of your ship modules are destroyed, your laser's range and rate of fire will diminish. You have

three lives altogether, giving you the ability to absorb nine hits.

The bar below your present score shows your current laser power. This can be replenished by shooting up a lock with ST on it.

A number of objects can be collected for extra points and to replenish your strength. To pick these up just go over them. They are:

CL - Colour bomb. Collect this for extra points.

Key - You may need this to open doors.

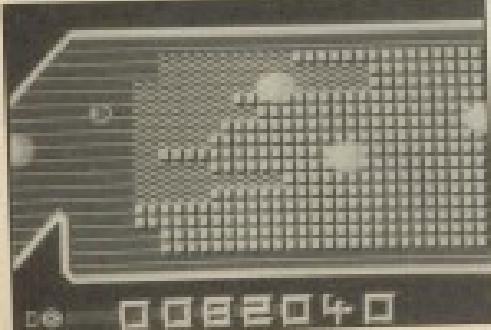
ST - Shooting this will replenish your laser shield.

SR - Collecting this gives you back one ship module.

F - Colliding with this will show your ship up, making you more vulnerable.

Lots of objects will simply destroy your ship on contact. Some of these can be dispensed using your laser.

To pause the game press P/S1/DEL and to restart use the left arrow key at the top left of the keyboard.





Commodore Disk User is a monthly magazine tailored specifically for Commodore C64 and C128 Disk Users. At £2.50 per month it offers the best in all round value for money. Not only do you get an informative and lively magazine, you also get a free disk with each issue. You can purchase your copy on the third Friday of each month.

To what you oppose, the March issue has the following programs on the disk:

Rogue - Be the Guardian and Defender of your people.

Surround - Reverse your opponent's pieces and win the game.

Geno Farts - GEOS users take heart, some extra fun for you.

Screen Slide - Create your own impressive vertical slides.

Tic-Tac Challenge - C64's version of a popular questions and answers game.

Keyboard Tester - Check out your keyboard for correct operation.

Screen Manipulator - Make full use of ALL the screen (including borders).

Colour Match - A younger version of match the coloured pegs.

Videos Recorder Planner - Keep your own diary of planned recording sessions.

March's issue of Commodore Disk User will be on sale from Friday 23rd February 1990.

The image shows a stack of Commodore Disk User publications. At the top is a large black and white photograph of a muscular, shirtless man with a determined expression, holding a sword. He is wearing a loincloth and a leather belt with a sheath. Below the photo is the title 'Disk User' in a stylized font, followed by 'COMMODORE C64 AND C128 USERS'. To the right of the main title is a vertical column of text: 'Disk Dungeons', 'Commodore Games', 'Battles', 'Print It...', 'Multi-Masking', and 'C128'. Below the main title, there are several smaller versions of the magazine cover, showing different issues. One issue features a large '£50' price tag. Another shows a person riding a horse. The word 'DISK' is prominently displayed in large letters across one of the covers. The overall theme is action and adventure.

# ARE YOU MISSING OUT ON THE ACTION?

# PLANE AND SIMPLE

"Whom I large, plastic and brightly-coloured?"

Before you rummage through your sister's chest of drawers, I'll tell you. A Revell F-15A model kit (what else?).

Thanks to our sister magazine Aeromodeler, Revell has given us 5 F-15A kits to give away in our EXCLUSIVE compo to celebrate our EXCLUSIVE review of F-15 Combat Pilot.

The kits are brand spanking new so the shiny my sonny bought me for Christmas, and they have only just hit the shops. Unfortunately, due to solvent misuse, we have to demand that you buy your own glue, and only if you're going to be sensible with it (back to Coco-Cola).

All you have to do is supply the common nicknames for the following three aircraft.

1. F-16
2. F-99
3. F-14

Shut your drawrs on the back of a postcard (or sealed envelope) and send them by March 3rd to:

Build It Yourself Compo  
YC

Argus House  
Downside Way  
Hornet Hemstead  
HP9 7ST

Normal Compo rules apply.





# THE DREAM TEAM

Meet the folks who supplied the info this month!



Rik Henderson - Deputy Editor & Freelance Cosmonaut

**R**ik's hobbies include climbing beer cans with his head, screaming in the bath, and annoying RH games with his pointed jokes. He has gone down in the annals of fame for his stunning portrayal of a pair of windscreen wipers in a school production of *'The Wheels on the Bus'*.

Adrian Pumphrey - Games Editor & Part-time Zoo Attraction

Adrian is a hulking figure of a man best known for his dainty touch and quite mucus. His vast experience in all things animal, the editor of a well-known ex-zookeeper magazine, and the mould liquid (but it's probably best not to repeat the gory details). He has a wonderful personality, and the names that System 3 have called him are completely unfounded.



Adrian Pumphrey's Top Sheep Name

Birmingham

## Ashley Cotter-Calms - Games Assistant & Fish Oscillator

Alice Eugene Cotton-Yarn, Ashley is a recent addition to the YC Memorial Mental Hospital. He lives



for a joystick, but unfortunately his marriage proposal was turned down by the competition Pro. Games are his hobby, and coffee is his weaks (nobody has a better relationship with the coffee machine).

Gordon Hamlett - Contributor & One Man Barber Shop Quartet



Gordo is a long serving member of the Duke of Bedfrocks Lodge. In his lifetime he has scaled many steeps in Penitentiary, climbed enormous amounts of steps (20-40), and fought in the face of the barmen when told to drink up (all frightening experiences).

## The Team's top ten PR Girls

Lesley McDonald - Electronic Arts  
Danielle Moodyson - US Gold  
Beverly Gardner - Audiographic  
Amanda Barry - Lynne Franka (PR for Activision, etc.)

Hoda Singh - Acclaim  
Lesley Walker - Virgin Mastertronic  
Pam Griffith - Ocean  
Glen Edginton - Domark  
Helen Powells - Entertainment International  
Simon Harvey - Bungling Harvey (PR for Rainbow Arts, etc.)

## The Team's top five games of the month

Banana  
F-18 Corsair Pilot  
John Madden Football  
Snow  
Don Done III



## The Toys for the Boys (the top bibes of the month)

The Toobin' nibbler ring - Domark  
The Electronic Arts Sweethearts & Paper Jackets - Electronic Arts

## Rik Henderson's Top Ten Comics

Ashcan Asylum - DC  
Deadline

Hi! (what a surprise?)  
Justice League America - DC  
Justice League Europe - DC  
The Bogie Man - Fat Man Press  
Love and Rockets - Fantagraphics  
Roy of the Rovers - Orla (is not on CD)  
The Dark Knight Returns - DC  
Toboo - Spidergraphics



**DEADLINE**

# HOLMESOFT

## MAIL ORDER DIVISION OF ESTABLISHED RETAILERS

DEPARTMENT OF  
ALGEBRAIC  
CENTRE  
BECHELIER BRUSSELS  
B. BOLLECKEL,  
DRA. M. S.  
THE BESSEL

**HOUSING SOFT**  
Housing soft

COMMODITY		EXPIRATION		EXPIRATION		EXPIRATION		EXPIRATION		EXPIRATION	
TYPE	NAME	MONTH	YEAR								
COMMODITY A	Product A	Jan	2023	Feb	2023	Mar	2023	Apr	2023	May	2023
COMMODITY B	Product B	Feb	2023	Mar	2023	Apr	2023	May	2023	Jun	2023
COMMODITY C	Product C	Mar	2023	Apr	2023	May	2023	Jun	2023	Jul	2023
COMMODITY D	Product D	Apr	2023	May	2023	Jun	2023	Jul	2023	Aug	2023
COMMODITY E	Product E	May	2023	Jun	2023	Jul	2023	Aug	2023	Sep	2023
COMMODITY F	Product F	Jun	2023	Jul	2023	Aug	2023	Sep	2023	Oct	2023
COMMODITY G	Product G	Jul	2023	Aug	2023	Sep	2023	Oct	2023	Nov	2023
COMMODITY H	Product H	Aug	2023	Sep	2023	Oct	2023	Nov	2023	Dec	2023
COMMODITY I	Product I	Sep	2023	Oct	2023	Nov	2023	Dec	2023	Jan	2024
COMMODITY J	Product J	Oct	2023	Nov	2023	Dec	2023	Jan	2024	Feb	2024
COMMODITY K	Product K	Nov	2023	Dec	2023	Jan	2024	Feb	2024	Mar	2024
COMMODITY L	Product L	Dec	2023	Jan	2024	Feb	2024	Mar	2024	Apr	2024

This is Elite's offering to the Christmas compilation market. "Thrill Time" consists of "Anvill", "Scooby-Doo".

Supplier: ELITE

Price: £9.99 (Cass) £14.99 (Disk)

"Dishwasher", "Souschef" and "Frank Duncans World Championship Boxing". Obviously, the emphasis on the package is value for money, but will it be "Thrill Time" on Christmas morning - or will "The Sound Of Music" be the enjoyable alternative?

For those of you who can't remember it, "Anvill" was an American TV series. In it, a billion dollar helicopter was stolen from the US Government. Much to their embarrassment, it would show up and lower Top Secret missions. Then it would fly off into the sunset. It had all the features that you'd spend a billion dollars on if you were building the ultimate chopper.

Anyway, this time several scientists have been kidnapped. They are held in an underground base and as the top pilot available you've got the job. Flying Anvill is hard enough without lasers, security systems and machine guns everywhere. This is of course exactly what you're up against. You can fly almost around and clear of various hazards with your guns. These are live scientists in oil, and each is more difficult to find than the last.

This game is simply too hard. The helicopter is very difficult to control with one degree of accuracy. As you've only got one life, the game recons for too often. Dated.

"Scooby-Doo" finds our food-loving chum in a bit of a fix. The rest of the gang have been kidnapped and are being

# THRILL TIME (GOLD 2)



Held in a deep old castle. Despite being a coward at heart, Scooby decides to go in and rescue them. Our hero has to jump over the hazards in the castle whilst avoiding the inhabitants.

These take the form of Scary Ghos, Ghostrous Devils and Devious Devils. Scooby can punch the baddies on the mout. Even so, Scooby might find it all too much - even if not for the Scooby snouts. These are scattered around the castle at random and give Scooby an extra life.

"Scooby Doo" is dated and it shows. The graphics, whilst large, are clumsy and lacklustre. Punching ghosts on the nose is okay for a few minutes, but in soon gets. Scooby can quickly lose lives because the ghosts teleport quite very suddenly.

"Battleships" is the classic game of seek and destroy. It is usually played by two players. However, there is a one player versus the computer and a league option. Each player has his own weapon space. He places his ships secretly and then the players take it turns to shoot randomly. The winner is the person who sinks their opponents' ships.

The game appears more polished than the others on the compilation. The graphics are interesting as well as functional and the shooting phase is a nice addition. The game is one that you'll either love or hate. This is a game that the whole family can enjoy and I recommend it.

In "Sabotour", you are a man with a mission. Highly trained in both armed and unarmed combat, you have to retrieve a disc. This contains the names of Rebel leaders and is, of course, top secret. Not surprisingly, it is well defended. Held in a top security establishment and protected by guards, dogs,

and security devices.

You start by landing on the jetty in an inflatable dinghy. Throughout the complex there are various weapons to help your hero. These include shotgun, grenade, knives and bricks. You have to find the disk and meet the helicopter on the roof to Peters no time to spare.

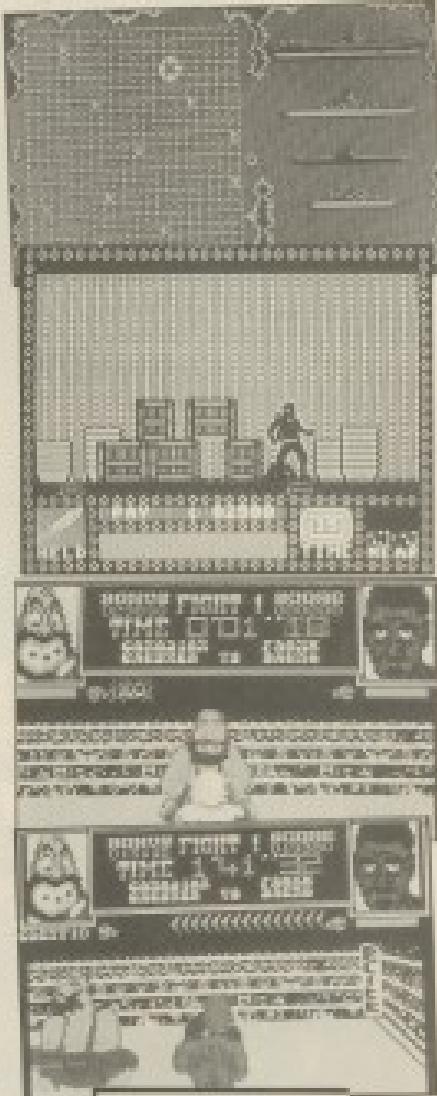
This is another game that shows its age. The graphics are inspiring and the controls are fiddly. It's hard to pick up items and climb ladders, although the game is hard to finish. It's really not worth trying.

Finally, "Frank Bruno" lets you play the part of your favourite heavyweight hero. You must guide him through his bid for the world title. He must fight eight opponents from all around the world. Each one has a different graphic and fighting style. Also they have a city nickname. Ring Long Chop does a flying kick and Andie Puncher does a head butt.

But our Frank is not going to stand for any of that. Harry. As he punches his opponents, his punchmeter increases. When it becomes maximum he can unleash a dynamite punch. Unfortunately if Frank gets hit then the punchmeter decreases. Once Frank defeats an opponent then he gets a code and you have to load in the next boxer.

"Frank Bruno" the game, is about as current as he bid for the World Championship today. The graphics are extremely bloody and the game itself is frustrating. Control is awkward using both keys and joystick. There's still a lot of game here for those who like a challenge. I was put off though.

Overall the package is far too dated. There are many better compilations available on the market. ACC



50%



## GH STBUSTERS II

PC/MAC NEW

Supplier: Activision  
Price: £9.99 (Cass)  
£14.99 (Disk)

**T**hey've had the original ghostbusting team return to save New York again. After being sued following the destruction of the Stay-Puft Marshmallow Man, the team disbanded. The media blew up the affair like a rock. Sadly, our heroes have had to make ends meet by becoming performers.

Dana (Barbara Palvin) aka Seymour (Weaver) returns to New York. She now has a son, Clark, but the powers of the supervenom won't harm him. Dana knows that the forces of evil are

# GHOSTBUSTERS II

back. She also knows what to do about it. "Who you gonna call?"

Ghostsbusters of course. The real going of tour see back and fighting it. New York is in peril from the evil spirits - freaky phenomena of all shapes and forms. The game itself is in three parts, and the first sub-game sets you the task of collecting a sample of slimes. To do this a team member needs to be lowered down a shaft by winds, on the way he encounters slimes, ghosts, wind-sucking blobs and huge hands.

Luckily like every good boy about, the ghostbuster is well prepared, so he has a choice of three weapons at his disposal. The usual proton beams, an energy shield, and a PR bomb. The lasers can shoot most of the ghosts, and the bomb destroys the wind-suckers and flying blobs easily. As you swing from side to side you have to pick up the three parts of the ghost scoop. These and replacement weapons are on ledges on the sides. Picking these up is the hardest part of this

section, but once you've done this it's onto firework.

Now the team have to reach the art museum and to get there before the new year they've promised the Statue of Liberty! You have to protect it from the flying spuds, slimes and ghosts with but a mere fireball. This shoots missiles or the ghost who, once hit, turns into drops of slime. Your loyal group of men can then run out to pick it up. The slime then adds to your energy, which is reduced when hit.

This section of the game is rough to complete with hoards of ghosts swooping at the clock. These are all well drawn and animated. Control of the fireball is simple and effective.

The final section of the game is at the museum. You have to rescue Oscar and destroy something called "Vigo the



Corporation". You start by climbing in from the roof. It is another blasting section, and is also hard to play.

Ghostsbusters II is fairly well programmed. I liked the opening sequences which included digitized graphics from the film. The ghost graphics were the best (and most convincing). Unfortunately, the game will fall down on its lasting interest because the challenge is too insubstantial, Horng said.

That, it is fun for a while. A score of some kind would have added interest. As it stands, the only incentive to play is to complete it - and not too many people will find that difficult. One for kids only.

AKC

73%

# STBUSTERS

# CHASE H.Q.

Supplier: OCEAN  
Price: £9.99 (Tape)

It seems that crime is paying more often these days, because the bad guys to be seen with are driving Ferraris, Lamborghinis and Lotus'. This would make catching them impossible for your run-of-the-mill police cruiser or Panda car, so on Chase H.Q. the law-enforcers are given a Turbo charged Porsche 928 instead.

As chase HQ's no-one-ever-shouts "PULL OVER!" to a criminal - he's got to be forced off the road in true James Bond style. The difficulty of this race varies according to the level but they who said that being a speed cop was going to be easy?

Whilst chasing the criminal you have to negotiate turns in the road, road signs and the other road users (who actually obey the speed limit) and all against the clock. You are given 30 seconds to knock him down. Catching into other cars or roadside obstacles causes a catastrophic loss of speed (and time). Taking a wrong turn in the road more or less nabs your chances of catching him up.

If you finally catch up with the baddie, you are given a further 30 seconds to run him off the road. It bears that your Turbo handles nicely. Government laws defining when they can't use a limited to those per-ponto (over activated), this compels us to speeds of over 300mph, which gives you a definite edge! You

# 69%



then have to collide forcibly with the back of the rogue driver's car. Each time you do this successfully a hit is recorded. A gauge records the number of his hits before submission. Once the criminal submits, Nancy or HQ then gives you details of the next mission.

As a game Chase H.Q. needs very little new ground. The idea of turning a car off the road is not new - nor is the perspective view from above and behind your car. The car responds fairly well to speed and inertia, so swerving around a corner at 300mph is a bad idea! The graphics work fairly well with a good impression of an uneven road created. The impression of speed is not so good, and the whole game seems to advance in slow motion. The game plays well enough, but perhaps a little too easy, depending on time limits.

There is dialogue mixed on the tape, but only engine sound is doing the game. There is no high-



score table but there is a high score recorded. Knocking the car off is the hardest part of the game, but once mastered you'll have no trouble completing the game. At the end you are given a selection: "Call for your 'Exp' which is, or has at least, amusing.

And that's it. Nothing is particularly wrong with Chase H.Q. but it seems to lack the potential it needs to live up to the quality driving games on the market. And with only the levels I have played so far it's about as boring as listening to ACC.



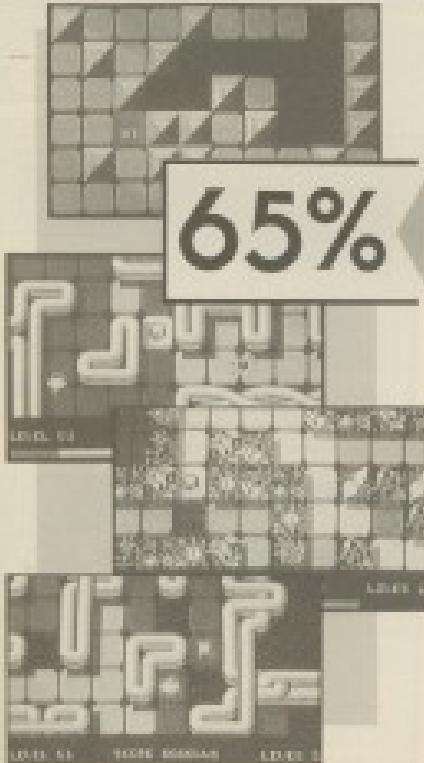
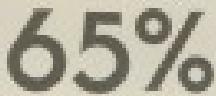
Occasionally Rippo encounters icons floating around the maze. These give him temporary immunity to the monsters and in some cases another life. Should Rippo turn all the squares the right colour he has to find the portal. This is a flashing square which transports him to the next maze.

The graphical are represented from above in isometric perspective. The borders of the mazes are varied according to the level. Each is colourful and well drawn. Rippo himself is a nicely done character, short and fat and blue. The monsters in the maze vary from excellently to poorly drawn and animated. Some are large and colourful; others are small and blunt. They seem to move randomly about the maze but it's easy to be trapped by them.

The game is very playable and fairly addictive. It has got enough mathematical to keep you playing rather than annoying you. Should you progress through a level there is a restart option which functions twice in any one game. The levels are fairly tough, with each one taking up several screens. These are flip screens, rather than scrolling.

Having said that, I feel that Hewson have taken a few steps back with Maze Mania. It is a step between Pac-Mania and G-Green (remember that?). Maze games are the definition of unoriginality and this one is no exception. Rippo has the cute potential to be a cult figure, but I doubt that this game will be successful enough to warrant a sequel. The truth is that there are far too many games of this type available already. Many of them are better than this one too. Unless you have money to burn or you are a real fan of maze games then my before you buy. ACC.

Supplier: Hewson  
Price: £9.99 (Case) £14.99 (Disk)



Rippo is a small, round thing with legs. Like us - small, round things with legs would be very boring if it were not for the mazes of the Upper Plane. These are jolly good fun to be in. For one thing, every time Rippo takes a step he makes the Pogoneon which he's heading on flip over. This often changes in colour to another bright shade.

Rippo is beautifully happy when he's leaping around the mazes, flipping loads of paving stones over. Sadly, there are other inhabitants of the planes who have nothing better to do than drown Rippo's strategy. These take several nasty forms but none are as cute as Rippo.

Also deadly to Rippo's health are the gaps in the mazes. These are gaps in the Upper plane and if fallen through our hero dies. This is preferable to me in the inner space below. Luckily, Rippo could give Olympic long jumpers training and can leap over the gaps. He can even turn in mid-air.

Some of the squares turn over a different colour to the rest. These are squares that need to be run over from a different direction. Rippo often has to backtrack in order to change these again.

# Space Rogue

Price: £14.99 Disk  
Supplier: Origin

Basic rating: ★  
Title in space.

You don't know what you have done to anger the Captain, but he always seems to pick on you when there is a dirty job in the offing. Here you are in deep space, looking forward to a decent bit of leisure when the bridge reports an apparently abandoned spaceship just sitting there in the middle of nowhere with no apparent signs of life.

Naturally, it's mugs that has to go and investigate. You reach the ship and confirm that there is no-one aboard. You have visions of your entire leave being spent writing reports that no-one will ever read and one day saving life, the universe and everything when a Monchi raiding ship screams in from nowhere and blows your home for the last six months out of

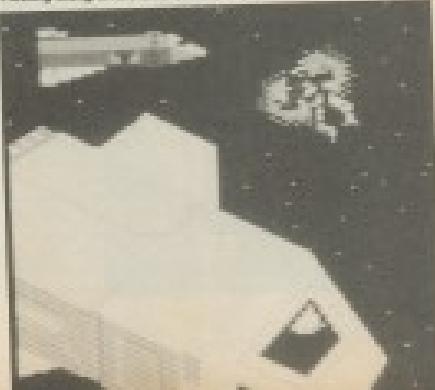
A "free agent" starship pilot.

A JAGD II  
equipped with  
a probe.

Travel Log: 77,777  
Distance: 1,111,111  
Fuel: 1,111,111  
Time: 1,111,111



Floating along in the void of space. ■



the galaxy. You depart to similar fare but the Monchi appears to have also lagged this little craft to being devoid of any interest whatsoever and one gone just as quickly as they come. Maybe it's your lucky day after all.

The machine that you have just inherited is a brand new Coupacopter. Even the instruction manual is still on the dashboard although someone has scrawled a few cryptic comments about some of the more fondly advertising claims. How does not appear to be the moment to sit and think about what the ship is doing light years from anywhere. Instead, you call up the navigation screen, select a friendly base and let the coupacopter do the rest of the work as you try to figure out the various controls of your new toy.

**Space Rogue** from Origin is a sort of Elite with a few elements of role-playing tacked on for added interest. You can follow the path of trades, people or bounty hunting or a combination but all three paths will eventually lead to another much important quest, about which you know absolutely nothing. Talking to people gives you the odd clue about your final destiny. Nothing major you understand, just a little bit of intergalactic intrigue, a few assassination attempts and the fate of billions of people in your hand.

How you choose to behave affects what happens to you as the game progresses. Your Imperial robes out of the ships, willy-nilly and you might earn yourself a lot of money and space cred, but don't be surprised if you suddenly find a price on your head. You don't please all of the people all of the time. Above all though, talk to people. Knowledge is power even



A Space - The place between the



Run like a logo man. &

if you don't always do the right thing when you possess it.

Your space ship comes equipped with all mod cons but that doesn't mean that you won't add on a few optional extras such as nuclear tipped homing missiles - purely for self defence you understand. Many of the ship's functions are automatically controlled but you can choose to override them should you decide that is in your best interest. For instance, if the enemy is jamming your targeting computer, your missiles will probably go well wide of their mark. So ram off your on board auto of the targeting computer and use good old hand to eye coordination instead.

There are plenty of other features in the game to get to grips with.

such as choosing whether to use Neutronium or Cruise flight modes.

Each has their advantages and disadvantages and both are likely to prove equally humbling to the beginner learning to drive. Then there are the worm holes. Huge tunnels in space allowing vast distances to be travelled in somewhat less than the usual time, or how about a game of *Hit 'n' Run* - a arcade game with a price at the end - if you are very good.

Documentation is fine

with an owner's guide

to their new machine, for

me, that's why I cut out model of two of the space craft included.

There is plenty to see and do in *Space Rogue* but all the action happens very slowly. This is not so much due to the game itself but the fact that disk accessing - and there is a lot of it - seems to take for ever. Certainly, I found myself wishing that the whole thing would speed up - there was too long a gap between anything interesting happening.

There is a lot of game here if you just have the patience to dig it out.

GA

70%



YG  
FUN #1

getting Aliens that much more simple. Also for sale are weapons that can be strapped to your fist. The fist weapon is used RoboCop style, no punch out the aliens when you are walking along the planet's surface.

Colliding with aliens drains the energy from your shield. You start with five shields, one is lost if the energy reaches zero. Heavily or even shield is awarded with every 20,000 points. As well as this, on certain occasions drops a "PDR" symbol. If collected, you have a bonus shield which cannot be replenished but you do not lose a life if it is destroyed.

It would be nice if life were as simple as that, but you still have a whole Universe to save, not just one planet. On each planet there are several reactor ducts. As you punch robots on the ground, occasionally one drops a planet buster. Once primed, it can be cocked down the shaft and pinned. This stops the destruction of the planet. Once all of the ducts have been primed then the planet is destroyed. This means that you cannot merely fly around the planet blasting - you must combine it with a lot of the RoboCop too.

Your activity has not gone unnoticed. Predictably, the evil owner of the planet is none too pleased at its destruction. This is where the trouble really starts. It appears to

## RETROGRADE



**Supplier:** THALAMUS

**Price:** £12.99 (Disk)  
£9.99 (Cass)

chosen to stop this contest. Guess what - this means blowing them to smithereens with your blaster!

This is the setting to Retrograde, the latest shoot-em-up from Thalamus. As usual, it's one man against the rest of the universe. Fortunately, you have an answer to the lone blaster bid to overthrow Humanity. You have a hugey destructive laser pack. When the

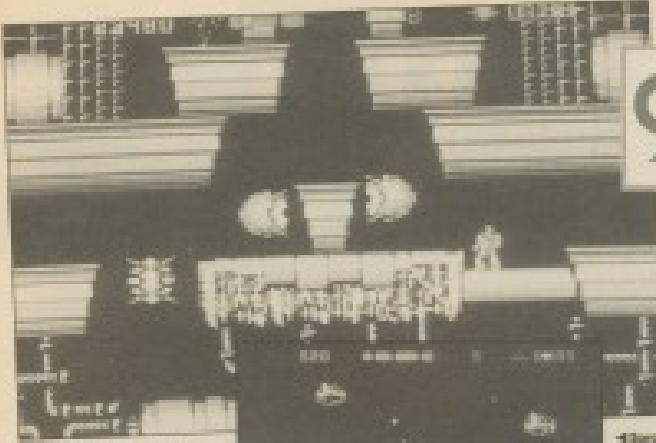
game begins, you have a small bullet type laser beam. This makes

destroying the aliens quite hard work, as they take several hits to kill. Luckily, when shot they turn into Arc. Arc is the local currency and comes in 5, 10 or 20 Arc sizes.

Once you have collected lots of Arc, you can go to the shop. It sells various "power ups" for your weapons, including extra shots, diagonal shots, super shots and triples. These all make blasting the aliens that little bit easier. In turn this makes

A competition between seven great evils in the Universe is underway to see who can invade the most planets. Not unreasonably, a few people are a little unhappy about this, and as a person who works with the blaster, you have been

95%



A Choose death: splash intro

\* Destroy and destroy from enemy  
without

\* I'll have a mega large super  
weapon...

destroy you itself in the form of a gigantic monster. I think I've seen this before somewhere...

The evil monster resembles a cross between an octopus and a jellyfish! You appear in deep space behind it. Using just your puny weapons, it must be destroyed in order for you to progress. It is heavily armored, launching missiles and shooting laser beams at you. As you destroy it, pieces break off and it gains weapons. Kill it and you can progress to the next planet. There are seven in all, each one harder than the last. Later planets feature different sprites and backdrops, as well as more aliens. The end of level bosses become more and more difficult to destroy, bigger and more heavily armored.

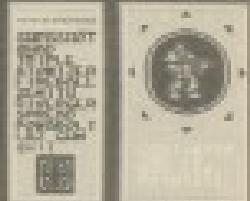
A lot of creativity and imagination has gone into the production of Retrograde. Thematics have not only concentrated on the original nor merely the gameplay. The result is a well-balanced game which uses the Commodore 64 to its maximum potential. The graphics are colourful and well animated, with smooth scaling. Despite the number of sprites



which move around on screen, neither the speed nor the smoothness suffer as a result.

There are many clever touches in Retrograde. As the game loads, you get a choice of seven different tunes. These vary from slow melodies to funky rhythms

EMPTY
EMPTY
ARMY
EMPTY



\* Oh no, don't put that large  
old breathing implement up  
there!  
weapons later to buy  
between ones.

Having said that, Retrograde is not particularly original. Countless games feature the idea of upgradeable weapons and end-of-level monsters. The central theme is similar to that used in many other games. However, this is no slouch of a game which uses these elements well, and this one does.

Retrograde is a masterpiece of programming. It has addictive qualities, is extremely playable and looks and sounds impressive. If you like blasting games, then I cannot recommend it highly enough. Buy it. ABC.

# TOOBIN

## 56%

Supplier: DOMARK  
Price: £14.99 (Disk)  
£9.99 (Cass)



If you've ever floated down some of the most dangerous rivers in the world, but were scared off by the risks involved, perhaps you'd rather try it in a rubber tube? That's the challenge that 'Toobin' offers in the arcade conversion from Domark.

As either Bert or Jeff, you must paddle down rivers and rapids. Your tube does not puncture on rocks, you just bounce off. Leaning at the top of the river, you have to negotiate your way to the party at the other end. As if this were not dangerous enough, there are many added dangers along the way. These include fly fishermen, water snakes, a hungry alligator and sub-sabotage! All of these hazards puncture your tube and lose you a life.

On top of all these dangers, there are one-social party poopers along the river banks. These will try everything in their power to stop Bert and Jeff from obtaining their goal. Fly fishermen, you are not defenceless. Beer cans can be collected en route which you can throw at the various enemies which line the river bank, stunning them for long enough for you to escape past them. There are also rapids which rush you quickly down the vertically scrolling screen and spaces which award bonus points if successfully negotiated.

Propulsion is achieved in the time-honoured fashion of fantastically

padding with your hands, either backwards or forwards, and rotating left or right with your feet. This is a frustrating mode of control, which is very easy to misjudge.

This would be all very well, but the game is utterly let down by its graphics. The 'Toobies' (Bert and Jeff) look like water-bogies and some of the riverside enemies are entirely indistinguishable from the background; the ones you can see include several harpooning Sphynx (PI), and the fly fishermen resemble disguised Legomons. Some of the objects you collect look like beds of rats, kangaroos and shrunken.

Some of the hazards are almost impossible to avoid, as the spotting often hides them until you're on top of them. Add to this the fiddly control system, which often gets you stuck on a gate and beaten by the alligator, and you'll soon be headbutting the keyboard in frustration.

I remember seeing this game in the arcade, and its attraction was its colourful graphics. Domark have unfortunately failed to convert them with any degree of accuracy, and so the game loses its "style" appeal. Apparently Bert and Jeff are "in search of the most outrageous party they can find". Six alligator passengers driving limousines and dancing to the Dandy Song would certainly be more entertaining than this dire effort.

There is a two-player option for the brave, but I doubt if anyone would dare show this to their friends, for sake of losing them. This has the feel to me of an arcade conversion which has been tattered out to coincide with other versions. There is no excuse for this. Avoid the game.

AAC

Price: Disk £14.99, Cass £9.99  
Supplier: Virgin Mastertronic

# Dan Dare

Here the evil Melcon lurks you are sure to find the invincible hero Dan Dare. In this third computerised confrontation Dan must escape from the Melcon's clutches. Caught while sleeping Dan finds himself inside in the Melcon's hideaway battered. His only hope of escape is to alone fight he has discovered the only problem is its lack of fuel. So Dan sets forth jet pack on back, gun in hand, ready for all space-borne monstrosities the Melcon may bring to prey on him.

Dan starts his adventure in the storage centre, but even here the hostiles lurk. After blasting a few mutants (they weren't until they met with the Melcon), surgeon3 with his portable mutant blaster he comes face to face with his adversary. Dan leaps at the chance to destroy his age old adversary but it is not to be. After

exchanging plasma bolts the Melcon heads for sunken climates, with his personal teleporter. However all is not lost as he leaves behind a pass for the public teleporter. Before closing off to adventures new a quick scan of the surroundings reveal two computer terminals. One supplies fuel for the jet pack, but the other is a far more versatile machine. At this terminal Dan can purchase

# 82%

extra weaponry in the form of bouncing bombs, smart bombs and extra ammunition for his blaster. It is also possible to buy extra lives here if you have the cash.

Using the teleporter brings about its own hazards. As Dan walks through the ether he must be guided through a tunnel of squares which come at him. Failure to correctly negotiate a square results in damage which in turn can lead to an early demise. If you die during reteleportation your body is returned to the starting teleport terminal before you resume with another life.

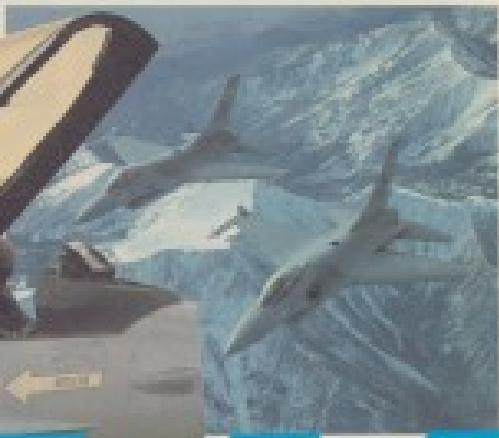
The second level is slightly longer and contains even more mutants. Once again you find the Melcon and slug it out. Now you have your third pass you can choose your destination. Here lies the strategy element of the game; you can risk all by assaulting the next level of you can play it safe and return to the stores for a few more lives and some extra fire-power. After a few levels you have enough fuel to escape so with all hope you return to the stores, codes the terminal and blast off into, no not the wilds of space, but the final doors. After



banging your head against the wall a few times you retain curing yourself for thinking things could be so easy.

Exploring the mutant infested maze of the melcon's base is fun and the excellent graphics

enhance it dramatically. If there is one complaint about this game is the repetitiveness of the levels, of course off rooms and rooms followed by more mutants and yet more rooms. All



Digital Integration have a long-founded reputation for producing state-of-the-art simulations. "F-16 Combat Pilot" is the latest of these. As expected, it sets the standards that all other flight sims will be judged by.

You have a choice of either training, "Quadrant" or a fully fledged mission. These include Tankbuster, Dogfights and Scramble. You can select quadrant to get up in the air straight away. This puts you at the end of the runway with a mixture of weapons.

Soon open the throttle and pull back on the stick. The computer greets you with a realistic whine of engines as the speed increases. The screen update is smooth and fast with hardly any flicker. Once in the air there are counters displayed to keep track on. Heading is automatic so you even have to raise the undercarriage. There are displays for altitude, speed and pitch. Also shown are current missiles, several radar and fuel levels.

# F-16 COMBAT PILOT

The emphasis is most definitely on simulation not game. You have to have a good head for technical details or you won't get very far. Once airborne it's a good idea to fly around for a while. This helps you to get the feel of the craft. Do a few rolls, swoops, fire a few missiles

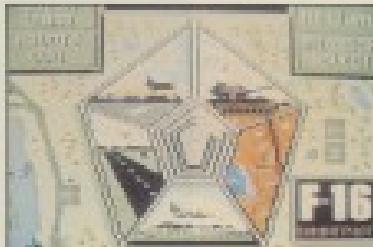
Supplier: Digital Integration  
Price: £9.99 (Cass) £14.99 (Disk)

- who said that simulations aren't fun?

Of course there is a more serious side to the game. There are five in-depth missions. Before starting one you have to

equip your plane from scratch. You can select various missiles and other add-ons to your heart's content. Clearly, different missiles will be used for different missions. For the scramble mission, you'll need anti-air missiles, for Tankbuster, air-to-ground ones better. Add-ons include flares and extra fuel tanks.

When equipped, you then have to taxi your way out of the hangar. Even this comparatively simple operation is certainly not easy. It requires a very delicate touch on the controls indeed if you are to avoid crashing. When you've eventually found



the runway again it's take off time, this should by now be a routine operation.

Back in the air, and HQ will begin to broadcast information to you. This will be relevant to the mission, and may be as simple as the position of the next target. Alternatively it could be a bonus-stations alert! There are also five different radar-type displays. These show ground targets, maps and other vital information.

Depending on your mission, you may then have to fly to a target to strike, or seek out an enemy plane. You can enable your combat computer once engaged. This helps you to plan your anti-aircraft strategy. You can lock a missile on your target, or blast away with your guns.

Of course the enemy have also put out their best pilots. These are all intent on sending you to an early grave funeral. They know all of the tricks in the book and will use them mercilessly. Fortunately for all you budding top guns out there, you get a copy of the book.

This is the flight manual. It's essentially "The ABC of How to Fly an F-15". Included in this hollowed tomb is a detailed breakdown of the various types of missile. This is very useful as it helps to plan your timing of the plane. There are sections detailing taking off and landing, taking and combat procedures. These are especially useful and are worth practising. Even if you can't perform a reverse donut loop with this, it'll impress your friends if you say you can!

The book is well produced and written. If you don't need it before taking off it's like pulling a plug without knowing which wire is live. Certainly the missions are far harder without the essential

# 88%

background knowledge. The mission can all be altered to suit your skill level. If you have the inclination you can litter the map with tanks but don't expect to complete the mission easily.

The game isn't all about destruction about how you write it off. Whether

you scrap the top of the control tower or take a missile in the backside the screen shakes. All that hard work down the drain. Luckily you can start all over again on a different mission.

F-15 Combat Pilot is a milestone in Commodore programming. Despite the

program's huge size and complexity the speed does not suffer. There are thirty-three controls including the more obscure ejection seat, fuel and weapons dump and catapult. Crumpling all of these into the 64 while retaining the gameplay and speed is a true achievement. Digital Integration should be proud of this effort when they could so easily have bogged our a conversion as other do. ACC

"White knuckles after hunting."

Arm her up!



If she's in use, it's

# LEISURE GENIUS

## 'Classics'

**Supplier: Virgin Mastertronics**  
**Price: £19.99 Disk Tape**

**N**othing brings the family together on those cruel winter evenings better than a good old fashioned board game. The problem lies in those cruel winter evenings spent alone. There are two solutions to this problem, one is to become a psychopath and develop a few extra personalities and the other is to buy the Leisure Genius 3 Rock from Virgin Mastercard.

Three boxed games are presented in their powdered splendour for your delectation: Cluedo, Scrabble De Luxe and Monopoly. All three games have previously been released but this is the first time that they have been presented in a single package and for the paltry sum of £14.99.

The first game to fall under my scrutiny is Quedo. The essence of the original board game has been preserved with a few minor additions as only a computer can do it. When the characters appear ready for their trip around the board a little diary is played which corresponds to the chosen character.

All of the participating characters can be under either human or computer control. It is even possible to select the intelligence-

level of each computer-controlled character. A number of options are presented to the player; each turn, it is possible to make the final accusation, a simple suggestion or review the cards you hold. There is also a notes option which displays the notes the computer automatically makes for you character at the game's commencement.

### The graphical representation of the (boxed) structures (see Fig. 2)

of the screen, with the remaining third displaying the current character and a list of options. The only disadvantage of this game occurs when more than one human player is playing. When you view your notes or choose you must cover a portion of the screen so the other players do not gain an unfair advantage when they see your cards.

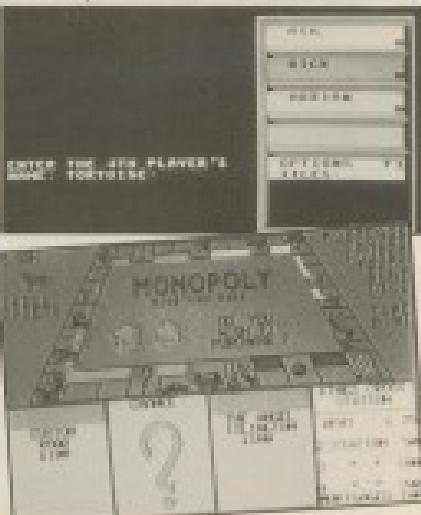
Monopoly is a classic board game and there is a classic conversion.

Consequently the computer version is identical to that of the board version. Once again this is the problem of covering part of the screen to view your cards but apart from that this is a fun conversion. For the single or limited group of players it is possible to have a number of computer generated characters each with a user defined ID.

The race around the  
boxed books has the familiar  
cells as the mad dash for  
the expensive properties  
begins. One advantage of  
the computer version is  
that you will lose none of  
the cards and the  
computer handles all the  
bookkeeping functions, a blow  
to those short of hand  
players.

The problem with playing only against computer controlled characters is that you cannot see them speed up the disc balls and they approach your holes. At first you can set the computer characters to the lowest level and give them a weaker throw.

The final game in the selection is Scrabble De Luxe. This is by far the easiest and most playable of the conversions. Although you can see each other's letters this does not unduly distract the



game. There are the usual options to have a number of computer-controlled players with an IQ of your choice but there are also several features which add significantly to the game.

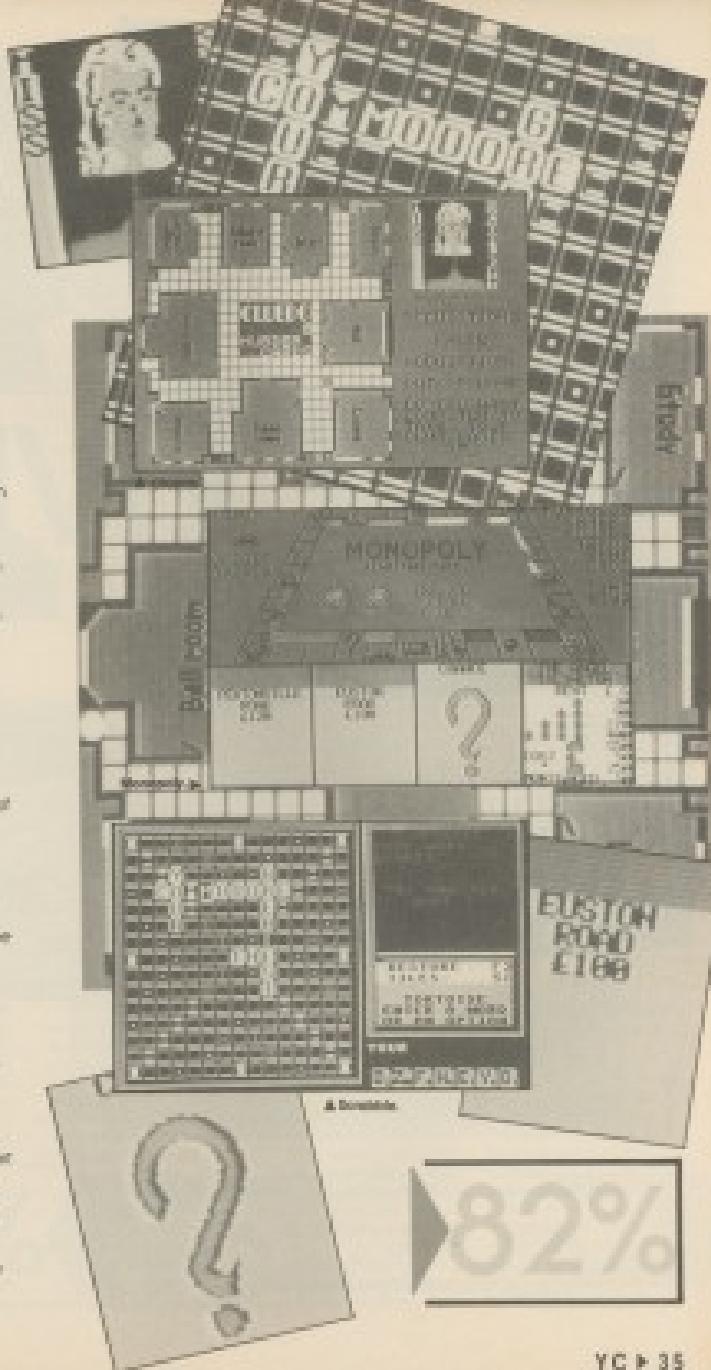
The computer version of the game neatly eliminates those obscure two-letter words by checking every word in its built dictionary. Those words it does not recognise it queries, but the human player can override this and thus cheat. For those players that find it hard to string two sentences together a help option is available. When activated this option finds the best possible use for the letters you hold. A rack full of tiles can於是 bring little inspiration so to help the struggling player the tiles can be randomly jumbled in order to bring forth their elusive combination. Further options allow the player to place a limit upon the thinking time and access charts showing tile and board values.

This is one computer version that plays equally well despite the number of players and if a player drops out the computer can always take over.

One fun aspect of all these games is the ability to switch to a completely computer-controlled game at any time. If the computer cannot be avoided for, make every character a computer-controlled character, set the game speed to maximum and go make a cup of tea.

As a package the selection represents excellent value. Although each of the games support a number of human participants only Scrabble De Luxe really works with more than one human player. This is simply a solitay social event of the year.

J.P.





# TEST DRIVE



ACCELERATION	
0-60 mph	4.8 sec.
0-100 mph	11.2 sec.
0-120 mph	13.0 sec.
0-140 mph	14.5 sec.



#### **Supplier: AgcoLoade**

Price: £9.99 (Cass) £14.99 (Disk)

**T**est Drive II: The Dual is the sequel to Ascoder's very successful driving simulator. While the first game was more of a simulation, The Dual is much more of a race game. However this does not mean that the quality of the driving has suffered. It's just that the emphasis is more on fun in

## The Author

Having a grey Porsche has made you friends and enemies. One of these drives a red Lamborghini and has challenged you to a race. Nor wishing to lose credibility you rise to the challenge.

On loading you are given several options. Both can be discarded with a

detailed description of each beside. Here you can choose which car to drive. Each has its pros and cons but they're roughly equal in performance. You can choose to tone on the Duet straight away, or either practice or race against the clock. As with any pseudo-realistic game, it's worth a pitstop before jumping in at the deepest end.

The cloth is a fairly hard game which should set you up for the main challenge. The cloth will

you sitting in front of your opponent. You can see him in your rear view mirror; he's obviously confident enough to give you a head start. Along the road I speed limit 50 mph. Here you'll encounter other drivers. These merely serve to distract you so you won't notice one of these moves you lose part of your tire tread.

"You have to reflect on the people we've been taught. Miss one and it's gonna cost you. You're gonna pay."

# SELECT SKILL LEVEL

ROOKIE - PRO



ROOKIE

PRO



Opponent is a mean driver and will try to force an error from you in order to win. There are many skill levels including a choice of manual or automatic transmission. At the higher levels the enemy becomes meaner and faster than ever. He weaves about in front of your car, trying to get you to crash. The other cars are most frequent and cause more trouble for you.

It's very easy to miss a gear change at a crucial moment and lose the Duel. Understandably this leads to a distinct loss of driver credibility. Of course you must challenge your adversary in the hope that you can beat him this time...

The Duel is a very good driving game come simulation. It's hard enough to keep control of a performance car without the added worry of a race. The graphics are updated well and smoothly and the perspective effect is successful. The game is very reminiscent of Test Drive and as such is not asunning as it could be.

However if you don't own Test Drive or would

rather be racing than on the run check out The Duel. It might be what you're looking for. On its own merits this game is very good indeed, is fun to play and sufficiently difficult to keep you playing for some hours. Driving heads should check it out.

ACC

RACE AGAINST:

CLICK COMPUTER

SELECT:

VIRGIN CAR

MOTHER'S CAR

82%



CHAMBERS  
or  
*Shaelim*



GRANDSLAM



# GRANDSLAM

POSTER NO 3

54



# GHOULS AND GHOSTS

Supplier: US Gold

Price: £9.99 (Case) £14.99 (CD)

75%

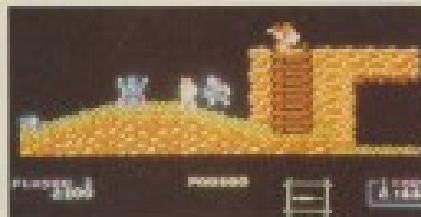
The original "Ghouls and Ghosts" featured our Knight in shining armor. He had a quest to rescue his kidnapped lady from the clutches of evil. Well, guess what? Arthur the Knight is back. Guess what - he has to rescue the Princess Huldy from the clutches of evil. No humor. You'd have thought that Arthur would have found something different to do after three years.

Still, a Knight has to do what a Knight has to do. Arthur is kitted out (as before) in his suit of potent bodily-boosting armor. This disappears if he is hit. Arthur then has only his underpants for protection. He has a silver lance (so to speak) with which he can slice the nasties into kebabs. As Arthur runs across the barren scenes of depravity and evil, he encounters chevys. Shooting these reveals either a secret weapon or a imagination. The secret weapons range from knives to magical bombs. These can tip more easily destroy the nasties than the lance.

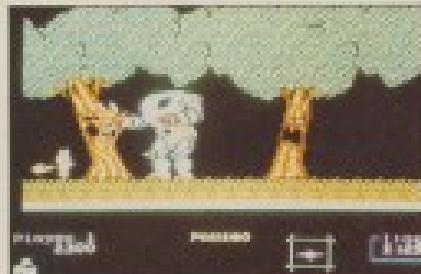
The imagoons are faceless men in vampire costumes. These are deadly to the touch, but not so spell on you. This turns you into a duck for about five seconds. This can be useful if you need to avoid lots of nasties as you're far smaller. When you run back into Arthur, your courage is replenished. Life is not all plain sailing for Arthur. After all, there is the little matter of



A Run little mouse mouse.



Arthur, where went blocks again.



At times like this I wish I had a thrown away my life spanner!

the nasties he has to dispatch. These vary from the Gathmeeper to Flying Tommision Devils. All of them cause damage to Arthur. Other static hazards

Reve - and shoves footballs at Arthur. Should Arthur stay him enough times with his weapon then he can progress to the next level.

The third level gives Arthur a change of look. He now stands on a floating platform. As it rises up or shifts he is beaten by yet more nasties. Giant Knights crawl out of the walls to haunt him. Bass by around and chop blocks onto him. Chucks snap at him with giant paws of assess. This level makes a nice change from the horizontally scrolling other levels.

"Ghouls and Ghosts" is not a particularly brilliant game at all. Not much imagination has been put into the characters or the backgrounds. Arthur is as bloody as he was in the first game (all that same orgo), the monsters are not really drawn but still aren't horrific. It is quite difficult to shoot across the screen. Arthur tends to shoot up by mistake.

The code, "Ghouls and Ghosts" is a playable game. It has good addictive qualities and is a nice shoot em up. The extra weapons are a fun if fairly ineffective addition to the game. The game has terrific music which partly makes up for its other shortcomings. My advice is to try before you buy. ACC

include collapsing floors, gallstones and shell throwing flies. At the end of each level Arthur encounters a huge Demonic monster. This is

Supplier: Uinet Magic

Price: £9.99 (Cass) £14.99 (Disk)

If you've ever had the inclination to become a world champion, then perhaps this game could be for you. Hopefully you'll make it if you don't hang yourself first. Yes, this is a frustrating game.

No one ever said that fighting your way up to the top would be easy. In fact to prove the point you have no start by travelling in

Other moves include drinking (this makes the boxer less fatigued) and when's supposed to be dancing. On screen the boxers appear to be about to lose their breakfast. They scratch backwards and forwards from the wear. Fortunately the mouse seems to pass when you release the control.

The graphics on the

player mode which is a fun addition. This is a great game if you like boxing

and enjoy a long term challenge.

ACC

69%

# THE CHAMP

the street. These fights are all very well organised though. There's still a bell and three minute rounds. The corners aren't much though - you can end up at either side of the street.

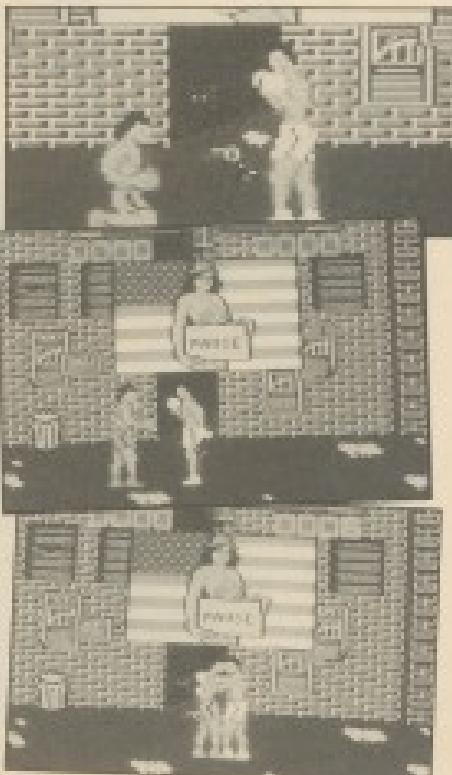
As usual in this type of game, there are a variety of moves to knock the stuffing out of your opponent. You can jabs, hooks, body punch and uppercut. Also you can throw a 'Killer Punch'. This is a glorified uppercut which takes about a second to hit, it's also wildly inaccurate and fails to land about 90% of the time. However the computer boxer manages to land it on you about once in every three attempts. This is to say the least, annoying. If more than one of these killer blows hits you then it's Knock Out time for you.

This seems to happen almost every game. You box away at the lowest boxer, using a variety of moves. He then turns around and comes smug out of you with a couple of jabs. KO time again! It is possible to beat the occasional fighter but then the next will take out his revenge.

section are reasonable but not excellent. Rubbish leaves the pass and the alleys are well drawn. The boxers are very chunky indeed, they look as if they're built from picket-fences. They move fairly well without flickering. Boxes are generated with a solid thud and the bell rings convincingly. There's no music though.

If you're diligent (and extremely patient) you might get discovered by a professional coach. He'll see that you get to fight in the ring. However, in between the street and the ring is the gym phase. This is an optional training phase which is a little repetitive but makes a pleasant change. Once in the ring the boxers start to get really tough. Fight on through and after a lot of suffering and pain you may get a shot at becoming the champ.

The Champ™ has the potential to be a really great game. However it is let down by being completely frustrating. The computer boxer often pulls out a couple of deadly shots and your work is scammed. There is a two





# JOHN FOOT

Supplier: Electronic Arts  
Price: £14.99 (Disk)

For the uninitiated, John Madden is a fat blonde American with an income gun who is a renowned football coach. It is he who has lent his

name (and image) to this Electronic Arts strategy simulation.

This is the best ever attempt at bringing the rough-tough world of Linemen, Quarterbacks and Refugees to the home computer. It relies totally on you making the right decisions instead of arcade skills. The work perfectly, and as a result the game is very complicated.

For those of you who have never switched on Channel 4 on a Sunday evening, American Football is a little like a

**FUN \* 1**

**90%**

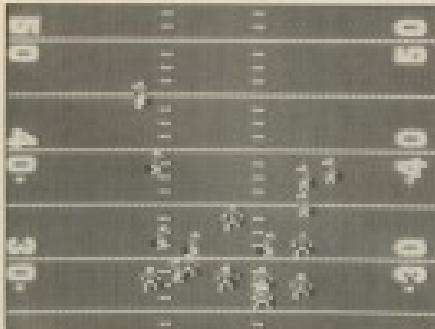


A "What's the Book in the Head?" cross between Rugby and Football. Two teams of

# MADDEN FOOTBALL

When huge men try to throw, catch and carry a small leather ball into the "endzone". Should they be successful then a "Touchdown" is the result.

"Reveuse". Each play is intended to catch out the opposition and run the ball into the endzone. As well as a touchdown you can elect to kick a field goal.



A football's a game for big brawn more than mindless button mashing.

This scores no points. The kicker then has a chance to score the extra point by boozing the ball over the goalpost. Hell Quine would be good if it then did. The game is very much a physical contact sport. The teams are all kitted out in pads and helmets to avoid injury.

This sounds quite simple, but the game is also very subtle too. There are many different variations on the basic pass or running plays. These are all named, including "shotgun", "pocket" and

This scores three points but is better than losing the ball.

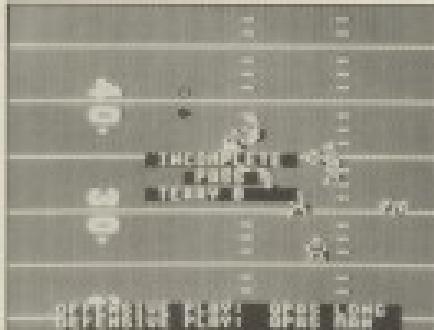
You have four attempts to carry the ball ten yards. This is known as a first down. For this and the possession turns over to the other team. This also happens if the ball is dropped or a pass is intercepted by an opposing player.

John Madden Football is a superb game. It has captured all of the subtle complexities of what is a very complicated and involved sport. For those of you who like an arcade-type game as well as a

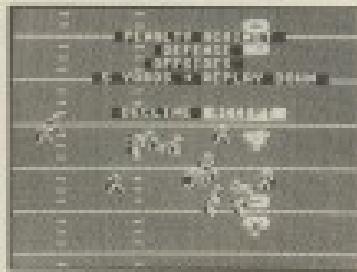
strategy you can assume control of the players on screen. The graphics are fairly well defined but a little blocky. This means that it is sometimes very difficult to see what's going on. However the same is true of the real sport so it's excusable of the computer version.

The packaging is very extravagant. There is a handbook, two pamphlets which individually detail offensive and defensive plays and a "season ticket". This is a revolving card disk which controls codes to access the program and discourage piracy. The books are well written and concise with clear instructions and step by step guides to play.

This is not a game where you can sit down and enjoy it instantly. You have to understand the sport first. Then you have to understand the program. It works extremely well once you sort out the way it is structured. Then you'll be absolutely hooked. You won't be able to drag yourself away from the screen until you've won a few key plays. Sure to be a hit with fans of the sport. ACC



Oh no, his balls are stopped. □



Accept it. It's the only thing you'll get! □

# Virgin bucket STREET HASSLE

Supplier: Virgin Mathematics  
Price: £2.99

**S**treet Hassle is an underground game and one that passed by many of us without much notice. It now appears again at a budget price and below its second-hand trumpet is far louder this time.

Considering its name I doubt that it comes as much of a surprise that it is a beat-'em-up. You are a half-screen high sprite wearing but a golden thong to save you from embarrassment. Your moves are legendary and your hair is the right colour of blonde to make Jason fans go groovy.

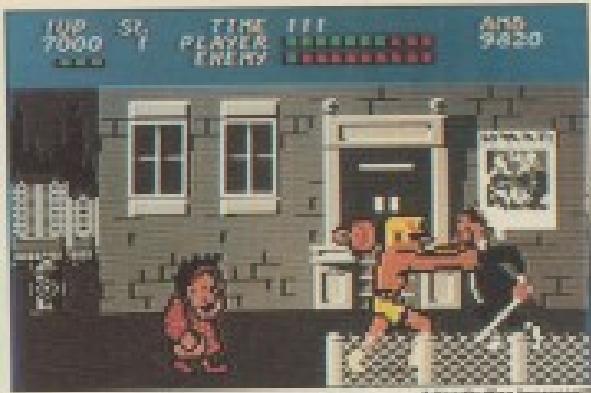
The Hassle part of the title comes from the fact that you are often attacked by people and animals. Dogs, gorillas, and what looks like old grannies all run blades upon your poor body, and



you also must do the same to them (my favourite is the violent headbutting technique).

A strange game. Street Hassle has many faults, glitches, and only three levels, but at its new found price it could be described as worthwhile.  
RM

79%



A headbutting fantasmagoria

# NEUTRALIZOR

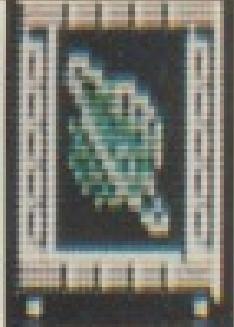
82%

Supplier:  
E-J Software  
Price: £2.99

**A**nother game that makes no pretence - if any - for the budget market and comes suitably - is Neutralizor. A game by E-J Software, best known for its serious space simulations.

It is best suited for the budget market as it is very limited, but fun. It is a shoot-em-up without an awful lot of thought. A sort of cross between Defender and Uranium, but not being much like either of them.

You scroll from one side to another collecting ionization pods and blasting their guardians, and then it's onto the next planet. There are three planets and that's about all.



# SAILING

Supplier: Virgin

Mastertronic

Price: £1.99

I can't really decide whether I liked the game or not, and I think this is a problem that most will find. I don't love it, I don't hate it, in fact I'm rather numb about the whole caboodle.

You get a chance to build yourself a yacht and race against many other opponents in a not too accurate simulation of the soft-water sport of yachting.

The boat creation part is very good and the decisions you make here do have effect in the race. The race is a double-to-handle-as-all you have to do is steer and raise and lower your spinnaker (Master does, go to the corner for anchoring).

Everything about this game is neither outstanding nor rotten. A bit like Rod Stewart's voice really, it is pleasant while going at the same time. *Friend.*

BB



SPINNAKER IS STOULED

Good old Rod. Bless his cotton socks. W

A. Where's anchoring, boat anchoring!

THE INTERNATIONAL  
YACHT CHAMPIONSHIP GAME

COPYRIGHT 1987  
ACTIVISION

CODE BY O.O.E.

A SOFTWARE STUDIOS  
PRODUCTION

75%



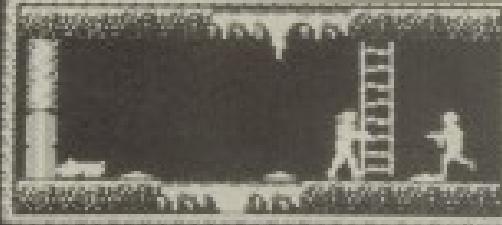
# MOVING TARGET

Supplier: Players  
Price: £2.99

**T**he evil drug dealer of Columbia must die, and you see the man (I) no kill him. This is only if you can stay awake long enough to bother.

Moving Target is another budget game that has been rattled out with no other intention but to make a fast buck. It is so bad that it could make me sick.

The game play over-

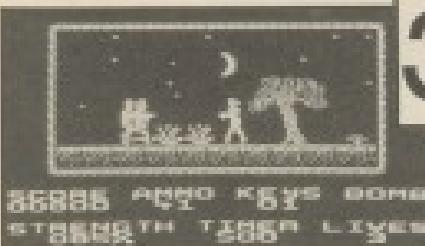


55985 AND 52% DONE  
STRENGTH 186A LIVES

much to the horizontal arcade adventure of the past, and this goes some way to prove why it is so bad now. The graphics, sound and play are very substandard and although I did try my hardest to get somewhere, I was always left with the same taste in my mouth. The taste of boredom and disappointment.

**Supplier:** Players  
**Price:** £2.99

Finally enough, this game is not based upon a large aquatic terror as the title suggests. Instead it is an underwater



**34%**

Poor, and not worthy of any price. One thing though, it's a hell of a lot better than Rio Mountain Game Simulator.  
RH

arcade adventure in the tradition of Cybermold (in fact, there is very little relevance with the title or all).

The underwater mining company Atlantic Five has been overrun, probably by the snake-baiters (that makes sense?), and you, in

your little bubble of a craft, must investigate. And this is the "Ultimate underwater combat experience" after all.

The similarities with Cybermold (so many that I have to mention it twice) are not to be overlooked, and only if you enjoyed

the original will you find this in any way rewarding. Admittedly though, the graphics are better, and the game is smooth.

It is cheap, and it's not my cup of tea, more a cup of salt water. Somebody will enjoy it.  
RH

# SHARK

→ 64%

# SNARE

Price: £9.99 Tape.  
£12.99 Disk  
Supplier: Thalamus

78%

The Snare is a rich man's game turned into a poor man's nightmare. The rich man is long gone but his legacy remains. Few would enter this deadly maze if it were not for the tantalized treasures it contains. So popular has the deadly game become that half the world watches them

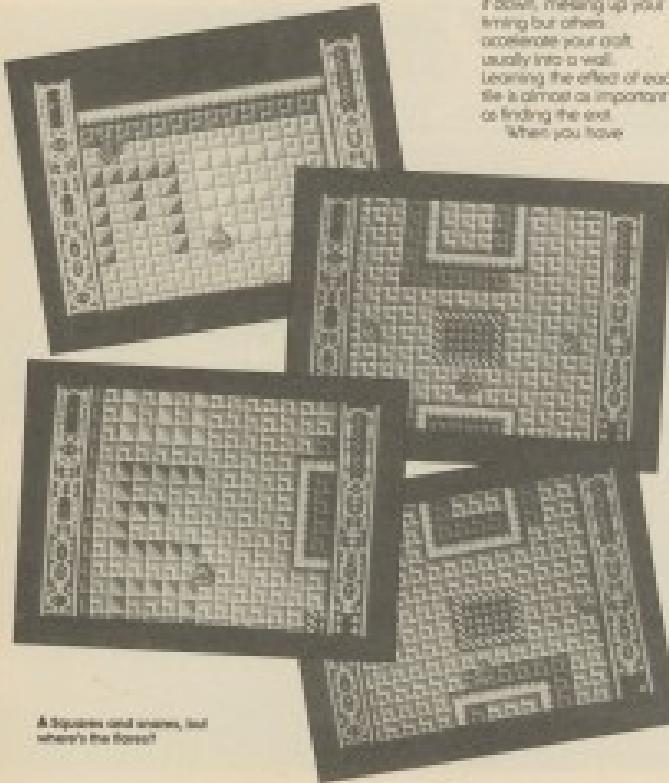
the safety of its home as the consciousness per reflex and will against the Snare.

Your time has come or lost. You enter the maze in a highly mobile hovercraft, the only armament being a small canon, the ability to leave a trail behind you and, most importantly, your will. At first the maze

confounds the mind as each ninety degree turn of your craft scares not you but the maze. This means that no matter how you twist and turn you always travel up the street. The first few minutes spent in the maze result in many a crash until your brain adjusts to this novel method of rotation.

Threading your way through the walls and pits of the Snare is complicated by the perturbed tiles which lie scattered on the floor. Some rotate your craft involuntarily, others slow it down, increasing up your firing but others accelerate your craft, usually into a wall. Learning the effect of each tile is almost as important as finding the exit.

When you have



A squares need answers, but where's the floor?

mastered the art of well guidance you must face the challenge of the robot. These mechanical fiends patrol the maze with deadly intent. Your common iron account for the early patrols but in later levels they become indestructible. Your only hope of defeating these creatures is to wall them off with your impenetrable net.

The third major hazard to your health are the pits and charms. To clear these you need a good jump-up and good timing to use the jump capabilities of your craft.

Each level has its own hazards and internal conditions before entering each maze you are given a read-out of these conditions and the effects they have upon your craft. Certain levels cause some of your ship's functions to fail thus creating new complexities for you to overcome.

To add your quest for fame and fortune a bonus ship is awarded every twenty thousand points. To help you accumulate the valuable fortune in bonus points bonuses can be collected from car vents which sporadically appear in the maze. Caution should be exercised when harvesting bonus points as the car vents do not always blow favourably for your craft.

Although mastering the conditions of the maze is far from easy (even after your brain has sensed feeling from the unusual method of movement) it is strangely addictive.

The value of this game lies not in the average graphics or the look of your cannons but in the challenge it presents. Your ship responds well to your commands following those with quick reflexes to handle even the most stringent of the maze's tests.

AB



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三

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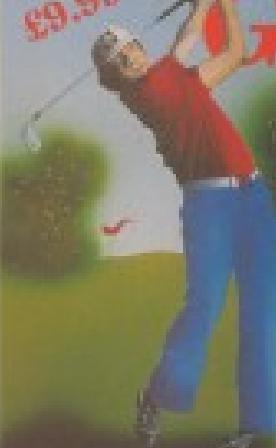
THE END



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YOUR BOY IS PITCHED INTO THE INTERNATIONAL GOLFING CIRCUIT WITH JUST ONE AMBITION TO BE THE WORLD'S NO. 1. NOW IT'S UP TO YOU IN.

# *Championship Golf*



ANSWER:  $\frac{1}{2} \times 10^3$  N/m<sup>2</sup>

## THE GOLF STUDY GROUP

感谢使用 FHC 软件工具箱的朋友们



APPENDIX 10. APPENDIX 10. APPENDIX 10. APPENDIX 10. APPENDIX 10. APPENDIX 10.

Checklist FO must not be tampered with or altered in any way. It will be the responsibility of the person who signs it to ensure that all information is correct. The signature of the person signing the checklist will be required to indicate that the information is correct.



DEPT YC 114 CLIFTON ROAD  
SHEFFORD, BEDFORDSHIRE  
SG14 2AU

第 10 章

**Supplier:** Electronic Arts  
**Price:** £14.99 Disk

Welcome to the Federation, this is an unparalleled chance to explore strange worlds, meet interesting aliens and get your head blown off.

As a result you not only have to combat the hidden menace of the raiders but face the despair of budget cuts. This does not mean the scum will wobble or the citizens will wear diving suits but something far more vicious. Throw into deep space by the Federation you are left to your own devices, armed only with a combat jacket, blaster and a twin laser computer guided interceptor combat disk.

Together with your four other crew members (all five crew members can be created individually or you

# SENTINEL WORLDS 1

can use the files provided. You must learn the identity of the mysterious raiders and counter the threat. To do this you will place your life in peril many times as you seek out new encounters and knowledge. Tuning into the Federation frequency allows you to pick up information on recent hostile actions and if you are lucky you can arrive in time to blast a few aliens.

The journey starts on  
your craft comedy  
battle between the mites.



FLICKER STREET

EXTRAPOLATE	4.00	CONFIDENT	4.0	SUPERIOR	3.00
EXTRINSIC	3.00	DISAPPOINTED	3.0	ATYPICAL	3.00
DEMENTIA	3.00	PERIPHERALIZED	3.0	HYPNOTIC	3.00
COMPATIBLE	4.00	DISAPPOINTED	3.0	ATHLETIC	3.00
CHARADE	4.00	DISAPPOINTED	3.0	DISSEMBLING	3.00

REVIEWED FOR THE PROJECTED COMMUNES.

www.ijerph.org | ISSN: 1660-4601 | DOI: 10.3390/ijerph16033320

REMEMBER THAT THE TIME THIS NUMBER CARRIES.

在政治上，他支持君主立宪制，但反对君主专制。在经济上，他主张自由放任的政策。

Digitized by srujanika@gmail.com

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卷之三

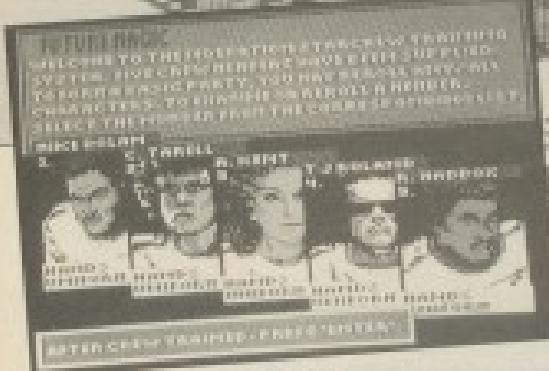
beware, the unskilled can decrease the efficiency of the computer as easily as enhancing it.

After making blown with the entirety and receiving a few credits for your trouble you can begin the search for information. There are two main ways of gathering information about the riders. The most dangerous method is to stalk and board a horse vessel, not recommended for novices beginning parties, or you can visit the salutes you can explore the subtleties of local horse life. If any of the life gets a little restless, you can always blow it from the safety of your AIV. Exploring towns is a great way to pick up information but for those that prefer a face to face confrontation there are always the bottle salutes.

#### **REFERENCES**

A. KENT

B. T. J. ROLAND  
C. R. HADDOCK  
D. S.



member can tackle the alien menace with their own two hands. Or is an oil human crew). The skill computer provides the graphics needed to navigate the landscape as well as providing information on items encountered and the air route.

It's refreshing to encounter a role-playing game that does not rely upon brown and a keen blade. The interesting quest for knowledge is fun but the control and graphics of your ship in flight and combat leave much to be desired.

AP

T. J. ROLAND

C. R. HADDOCK  
D. S.

BH HANDS INFORMATION

70%

OPTION

MEADE TELESTIC

TELESTIC SYSTEMIC PRO-FED TELESTIC

2 TURPIDE TELESTIC

NO TELESTIC DRIVE  
ENGINE

CHP 100  
RPH 100 SP 2  
LSE 100

SPHS 500  
SPHS 400 SP 2  
LSE 100



LSE 500  
SPHS 500  
SPHS 400 SP 2  
LSE 100

LONG RANGE'S

HPL 100  
ZHO 100  
CHP 100  
SPHS 100  
LSE 100



# POST APOCALYPSE

He's def. he's rad, he's absolutely MENTAL. Put your hands together, or he'll blow them off, for the second-most scandalous free-lancer in the world (second to Duncan Evans) POST APOCALYPSE Er... Where have you all gone?

Ooo, fluffy

I think you are the most offensive, most bad mouthed, pile of shit in the world. You probably even smell bad!  
Daren Whately (Basingstoke)

P.S. There doesn't

Question Time

I think YC is cool, but I have a few questions I'd like to throw in your



gavied directions:

1. Is YC a new name for the old (and extensively testing) Your Commodore?
  2. Who does your artwork?
  3. Who is the Purple Fighter really?
  4. Is Pro Mountain Bike Simulator really That! beef?
  5. How many entries do you get for each competition (is it worth entering)?
  6. What is your favourite game?
  7. Is Rockhouse ever going to print a map for Super Wonderboy?
- Peter Hills, Coventry

P.S. 1. Yes. 2. Lee Brimicombe-Wood, Alex Lothwell, and now Rob Henderson himself will contribute sketches. 3. The Purple Fighter (are you thick or something?). 4. Yep (or so Rob tells me). 5. Well over a thousand, but it's worth entering for the sake of causing file space trouble. 6. Anything with loads of death in it. 7. Yep, pretty soon!

Fan Mail

No, anybody noticed the similarities between Rob Henderson and Monkey (of Smith & Tame), (and now a solo one)? I think Monkey is great so this is a big compliment from me.  
Sharon Campbell (Edinburgh)

P.S. Oh bloody hell, it's a民族! Now you've beaten it, his head's in the size of Mount Everest already.

Another post

Has Jim Buck ever played a game before? His review of Double Dragon II was well out of order.

He freely admits that he has never played Double Dragon and he gives a great game, in my view, a complete scoring if he cannot be bothered to play the game beyond level two then he shouldn't be allowed to review it, I think...  
William Fison (Bacchus)

P.S. Sorry, but I couldn't be bothered to read the rest of your rubbish!

Stink that Jony!

I notice that in the February issue of Your Commodore (april, YCO), a magazine that I have been buying



E. BORIS



A. MENTALE

for three years now, that you have included on comic about violence. I have no qualms against the printing of such material as long as it is done in a manner that is not offensive.

Unfortunately, although the text itself was of a very professional nature, the way in which it was presented was in very poor taste indeed. The title 'Die Alten Scum' was completely unnecessary, and in my mind was only used for the 'shock' effect that it may have. The pictures were far too explicit for the game's rating that you have now seemed to become, and the alarming array of weaponry that certain pages only help to glamourise the subject matter.

Come on boys, what are you doing? I have children, none of which I shall be allowing to read this so called 'Children's Magazine'. Mr. Head, Eustonbridge-Wells.

PA: What a plot! Don't you realize, mate, that the inclusion of violent pictures serves to soften the explicitness of the subject matter. Children must be fed bad imagery to be able to signify what is right and wrong. Anyway, what's wrong with violence?

### Acidhead ☺

I have noticed that in your last two issues of YC, a superb magazine since the change, there have been more references to the case of Acid House (even on your own page), especially in the artwork. Does this mean that you are a 'raver', or a 'tugger'?

I prefer such bands as Pet Shop Boys, New Order and Yes to myself. James Monroe, Portsmouth

PA: Acid House, yeah! Hope I'm a Decent, Decent, Decent and me Deaths for me. Iah, mentions that he's more into the club scene (Manah Cherry, De La Soul, Lil Louis), as well as any old black country blues (John Lee Hooker, Muddy Waters, Howling Wolf). Ash is into The Hornets and us. And Adrian likes anything with Sheep in it.

Don't worry if you again, doesn't fit in where you're abusing someone. A thought for the month: Never cross an alligator with a tree with Dutch elm disease. It's bite would be as bad as its bark!

**ACIDHEAD  
IS COOL**



Send complaints, comments and amazing amounts of cash to:  
**POST APOCALYPSE,  
THE FESTERING DUNGPOLL,  
YC,  
ARGUS HOUSE,  
BOUNDARY WAY,  
HEMEL HEMPSTEAD  
HP2 7ST**

In this See-Dee age,  
Codemasters jump on the  
band wagon. Jeff Davy  
examines its Darling  
intentions.

**S**cene: The Blue Peter studio.  
Presenter: Hello children!  
Today we're going to connect  
our set to our CD player. What  
we need is a computer, a hi-fi, a set  
of headphones, sharp scissors and a  
reel of double-sided  
sticky tape.

Now, plug the  
headphones into  
the hi-fi, and with  
the sharp scissors -  
you might need a  
growing up to help you out - cut the  
wire just below it, get to the  
headphones. Thread the wire into the  
joystick port, stick it down with the  
sticky tape, sum everything on and...  
**(WAFFLING ENDOSCOPIC)**

BBC Announcer Oh dear, we  
seem to have lost "Blue Peter", until  
"Neighbours", here's an episode of  
the popular sitcom. "Whoopsie Bloop,  
your Codemaster's on fire..."



# CODE MASTERS AND...



• David Darling  
- Computer  
industry, now  
business,  
consultant  
and science writer.



• Richard Darling  
- B... Codemaster.

"I have a general interest in technology," says Ted. "With a CD you can have lots of information and get it quickly... it's random access." Rather bizarrely the system is "using the disc's spindles to play back the CD".

Ted came up not only with a cable but a way of loading games in beyond 20 seconds from CD. This gave Code Masters the idea to produce, as David Darling puts it, "a compilation with style... the best of Code Masters".

They did it because they found that 30-40% of people who buy the Code Masters games have CDs. Lucky dog! If the compilation was released on disk it would take at least ten, and tape... ugh... all that winding back and forth!

"It's of most advantage to B&B

users with cassette-based systems," concedes Richard Darling. "The C64 version actually has the edge," says Mike, "we all love the machine. What's enough bawling to do owners?"

Being a rather technical chappe, Ted demonstrated how it worked... You plug one end of the cable into the CD player's headphone socket and the other into the joystick port. Because of a fuddle of components, or one end of the special cable, the B&B can understand the CD - even better after playing in a small loader program from the disc.

To get a game you just select the required track (game 1) and... whizz! There it is! If you press "Restore", you just need to select another track (and that begins to load).

"If you have this cable, you're going to find it very useful," says Mike, mysteriously. "There could be any number of special products in the future. Bigger games, huge multi-levels, endless capacity for secret sub-games and hidden levels... fantastic possibilities". For instance, he sees no reason why

Thankfully, the Code Masters boys have one they prepared earlier, a lead to connect a CD player to a B&B and a disc (compact, notch) to go with it containing thirty-four games. What's more it's only £19.95.

How did all this happen? Exploits Mike Clark, the coders' PR superhero. "Nobody does anything original". While moping about this, Ted Corson, programmer of International Rugby for the B&B, was (as Mike) given some hardware to play with which he opened up and found out how it worked.

there couldn't be a real Dragon's Lair for the Amiga on a CD - "anything that relies on massive amounts of storage would be a cinch," he boasts.

None of this explains a mysterious "research mission" to the Far East. "Richard and Ted announced they were going to Taiwan," recalls Miles, "they said they were staying for four days." They ended up staying for three weeks! "What did they do? Maybe the company might accept answers on a postcard in a return for a CD pack?" maybe not.

## Review 'n' rating

To review every one of the staggering amount of games is a

# STERS CD'S

Hercules took it. I'm not going to do it. (You're no Hercules, are you?) Ed, at CNA's Mike Clash put it, "It would be difficult to recommend one game as outstandingly outstanding given that there are so many good games on it."

There are some real doozies on it. ATV Simulator (a great cross-country buggy game for two players) is probably one of the best, if not the best. Mike explained how fast it was - "My friend's a second, the fastest you can update it" - but then he wrote the game!

There's also Pro Ski Simulator (another great two-player game, this time full of on-piste action), Treasure Island Disney (an escape-adventure puzzle game for eggheads) and Four Soccer Simulators (an four footie games).

Tot those up (and what do you get (useable, soldable) - nearly £19 just for those four. And there's another twenty games on the CD - amazing!

For an incredible 59p a game you can't really go wrong. You also

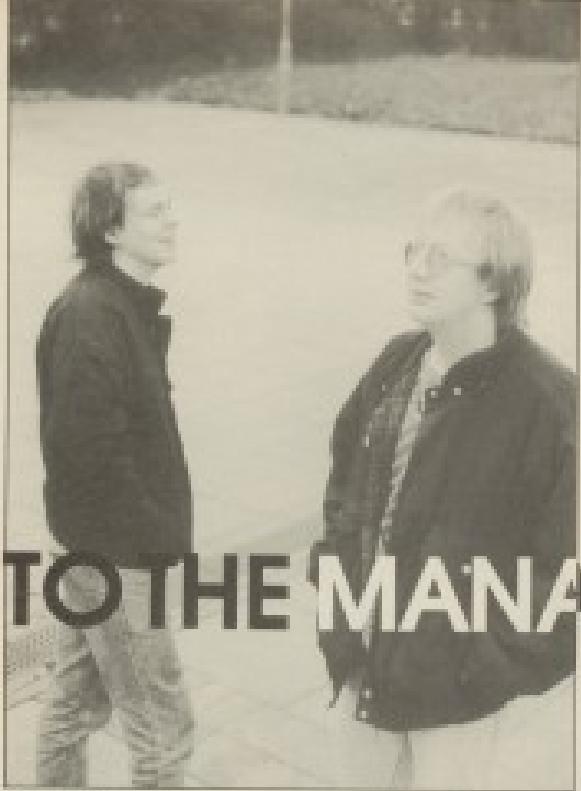
get a copy of the CD version of the game, plus a manual, plus a CD player.

get fast loading and a mega-useful tool.

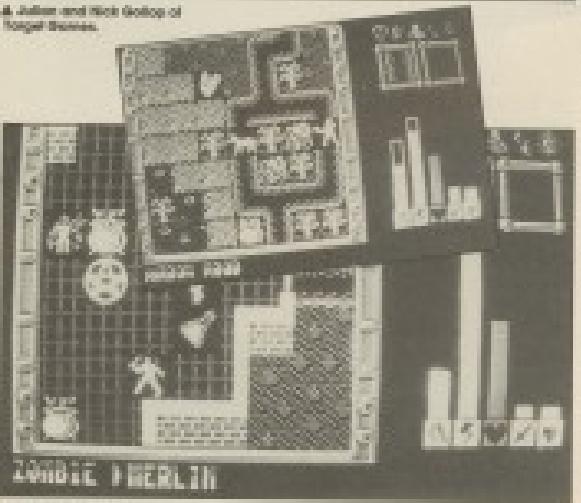
I can see only one disadvantage - you need a CD player!



Ed again: It looks like a lot happens after putting the CD in.



Julian and Nick Gollop of  
Tanger Games.



Left: *Lord Of Chaos*. Right:  
*Zombie Berlin*

Jeffrey Davy, his name sounds like gravy, rangers a small software house with large ambitions.

We've yet to see an acceptable role-playing game on computer says Julian Gollop of Harlow-based Tanger Games. With his brother, Nick, he's helping to change that through their latest project, *Lords Of Chaos*.

So why program this, a fantasy RPG? "It's my favourite sort of game and obviously focused on Chaos... There aren't many fantasy strategy games around, most of them are pretty naff."

The original Chaos was a Spectrum game (stop complaining)

# TO THE MANA BORN

or the book, thereof born Games Workshop, the well-known role-playing-game company. Their short-lived software section produced a few games in 1984/85 and then had its plug pulled; something Julian is still bitter about.

His first games - *Timewarp*, *Hebtur*, and *Rebelstar Raiden* (another predecessor to a later game) - were for Red Shift Software, which no longer exists. After that, he went to Games Workshop (where he wrote Chaos and worked on Double-Can before working on the hit budget strategy game *Rebelstar Raiden*) for *Rebelstar Silver*, to be followed a few years later by *Rebelstar II*.

He very recently stopped programming but came back to the fold to establish Tanger Games with brother Nick and Esther Peter, their philosophy being "to produce high-quality strategy games which are designed to go beyond the middle mass".

Their first release, *Loser Squad*, did exactly that. A strategy game with solid near-3D characters and a degree of action and charm may just isn't there with most games of the genre. After an abortive self-publishing attempt, the company signed to Blade who relaunched

Laser Squid and will be publishing the new game too.

*Lord of Chaos* has a simple concept. There are one (up to eight) wizards who have to compete for victory points and after one "victor" must disappear into a portal to win the game. A player collects points by finding objects, killing the other wizards (magically, of course!) or their creatures and casting spells.

Which is where it gets fun. Players create creatures by casting certain spells. The harder the spell, the more it costs to cast and the more incredible a creature is likely to be. It's all dependent on "Mond" which is the magical power of the wizard. This goes down when a spell is cast but can be rejuvenated by some of the objects lying around.

Creature spells start with the lovely Geom Bar (water or stone), go through, amongst many others, Dwarves, Bees, harpies, Zombies, Vampires, all they way up to the most powerful creatures of all - dragons - which come in Green, Red, and Gold, the most powerful of all.

The one also a variety of other spells, projectile spells like magic lightning, healing spells such as the Tongue Kiss, Flood, Fire, or Cocoon Web which radiance across the landscape like the Red Thread in War of the Worlds; and more insatiable spells such as Subversion of other players' creatures.

The conflict is played out on a wide expanse of terrain (which you can scroll around or see on a "big map") which is covered in wizards' strongholds, chests, objects, swamps, trees and, by the time the game has got going, loads of pseudo-3D creatures, trampling around the map picking things up and hating each other.

"Every game will be different, it's mindboggling," says Julian. He's right, too.

"*Lord of Chaos*" will be released by Blide Software of Exeter for the Commodore 64.





# NEON ZONE

them for sure you're going to have a cool car on the follow-up.

Talking of driving games, Jaleco (know there's a name you don't hear much less off) has just released its first driving game based on the Paris to Dakar rally, called *Big Run*. Did you know that there are more



**G**olly by gosh - down a whole month fresh by car if in an instant, down here in the Neon Zone. It seems like only yesterday when I was clocking up a pretty cool (I thought I say so myself) 14,700,000 on a these ball Jaleco machine. Beat that anyone?

I freely admit to being a pinball fanatic, but I'm not the only one. Days of Virgin Mastermind, they staged a 24hr non-stop pinball marathon in aid of Children in Need recently - played on one of the two pinballs permanently on display there on old Baby Space Invader machine in fact. Congrats to them for raising well over £500 in the process.

Last month I think I promised news of the follow-up to Chase HQ from Taito - called Special Criminal Investigations. You wanna know about it?

"Well, it takes up exactly where Chase HQ left off. I mean - the original was OK, but completely unfeasible. If you think about it, like you're supposed to be a cop, right? Straight out of Miami Vice, right? And all you do is stop the bad guys... knock their motors around a bit. Debatable? Nope. The usual ingredient missing here - gun!

Special Criminal Investigations remedies this with a vengeance. Like before, you zoom off in your motor, giving chase to assorted villainy, but this time, when you get near them, do you just give 'em a shrug? Nooo - it's leaning out of the window with a magnum and - BOOMMM!!

And if you're good - and I mean very good - you get something extra-special dropped from a helicopter like a boomerang. And then you start raising the miscreants up with that! Community policing isn't, but if you did enjoy the original,

## SPECIAL CRIMINAL INVESTIGATION





drivers and spectators killed in more than any other on the international race calendar? It's quite surprising then that the game doesn't involve trying to run people down - you just have to drive fast.

Controls are simple - accelerator pedal, hollow gears and steering wheel, with you making your way through the various stages of the event - starting in the bright lights of Paris, but soon entering the rugged terrain of the Alps. Although the implementation is good - the graphics are nice and the scrolling and sprite scaling smooth enough - it has to be said that the game is a little lacking in the originally stakes. Still, if you are into driving yourself, it'll be worth having a go to see if you agree with me.

If you're not into driving, then maybe it's more action you're looking for. How about Quad Bike? Quad Bike? They're these small



#### A Block Hole

Special  
Channel  
#1 Investigation

T Midnight Resistance - gun-fighting action



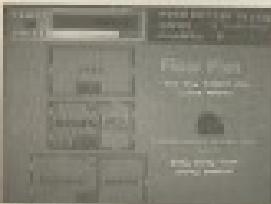
is now coming to an arcade near you.

Basically it's four player fives, four players in total on both, it's quite a bit of fun when Raphael, Leonardo, Donatello and Michelangelo get into action against the bad guys. Lightweight, but OK, if there's a power of you out for a place.

Don't fear has come up with some goodies lately. RoboCop for example and more recently, Secret Agent. Now comes another that is likely to be very successful for them, Midnight Resistance.

Relatively small sprites here, but the control is interesting, using a rotary joystick. It moves eight ways in the usual manner, to move your central character, but the keys on top also rotates to clear your line of fire. So you can be running one way and firing in the other. Very sensitive.

Eminently playable - even when



#### A Teenage Mutant Ninja Turtles



#### A Teenage Mutant Ninja Turtles

tricky things that you see quite often in these action events like "Run the Gauntlet", take them me, they are fantastic fun to ride in real life - and now Namco has given you the chance to find out for yourself in a game called Four Two.

It comes in a double unit, so you can fly head to head against a friend - as you tilt down on the bike's saddle and see the throttle wide open. Spin those wheels, drift across those corners, fall over those straw bales! Great stuff! Expect to see loads of these about this year.

One you won't see too much of, but is worthy of note, is a game from a company called Gameco. Renowned for its pinball machines, the Big G has suddenly released a deadly weird game - *Automania*.

Using largely digested graphics, you control a disembodied hand which has to clear rooms of rather unusual obstructions, like bathtubs, or toy tanks, which have a tendency to tie back, for example.

You have three weapons your hand can stamp down on the floor directly below you: to crush anything underneath, grab something out of the air or direct a beam of purple energy across the room, as desired.

While all this is going on you have to watch for flying objects, like the 'Slap' TV grabbing him and your hand will grab in agony as it strips you.

Deeply surreal, you might not enjoy playing this frantic bizarre game but on the other hand - you might. For something completely different try it!

"What's green, got 4 legs, is 13 years old and would take your headphones off as soon as look at you? What else but A teenage Mutant Ninja Turtle? Yup, the cartoon that put the 'Cow' back into 'Fuchi-



#### A Teenage Mutant Ninja Turtles



the racing winning high score on the race site - it's doing very well on Net Connection. Characters will be up.

Finally, one more of these puzzle novelties that seems to be coming up soon is the 'open in' series from IBM. All the manufacturers are trying to beat another. Tiers of course, which is a huge blockbuster in computer memory. IBM will offer them, however.

Normally unopened, but now of test, a dealer game has emerged from the show - Clock Hole from Novartis.

Looping Space invaders with Novartis has a single space ship moving left/right across the bottom of the screen, firing back towards downwards from the top of the screen corner case. Special shapes - which you have to roll to collect up on them so you can complete rectangles our concern. When this is done that particular shape will disappear (and to be followed by many others) roll and the shape makes it to the bottom of the screen - and you're safe.

Simple but very addictive, Clock Hole is already the only one to look out for in your store decide - which is probably where I'm going next 18 months, how fun. But remember, always. Don't press both flippers at once, will you?

Good luck.

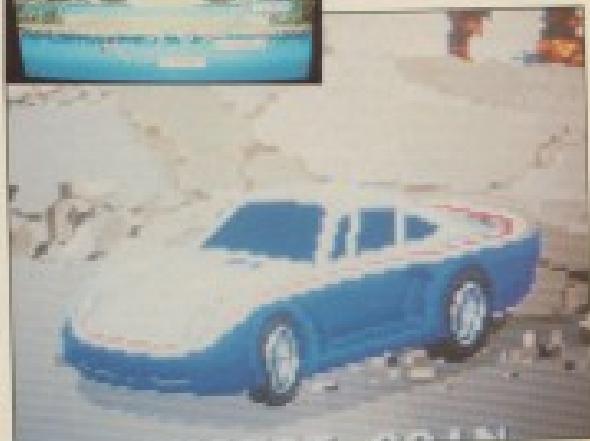
## Fold & Go



Big Brain



Big Brain



Fold & Go - Foldback slotback action



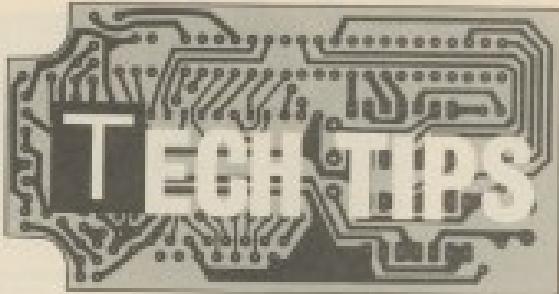
Dear Miles,

I have seen several games and devices where the upper and lower areas of the border are removed, allowing spaces to be placed where not normally possible. Could you please give me a routine to do the effect, or explain how to do it.

Kevin Thomas, Herbs

Dear Kevin,

After reading your letter, I checked some routines I have and I came up with this routine:



LPO	SEI	Disable interrupt.
	LDA 10	Set acc. Vol.
	LDX 249	Set X-Vol. (Raster Line)
LP4	CPL 53265	Check raster comp. reg.
	BNE LP4	Branch if not the correct raster line back to LP4
	STA 53265	Store acc. or vertical scroll register
	LDA 27	Set acc. Vol.
	LDX 51	Set X-Vol. (Raster Line)
LP2	CPL 53265	Check raster comp. reg.
	BNE LP2	Branch if not the correct raster line back to LP2
	STA 53263	Store acc. or vertical scroll register
	SWP LP3	Repeat routine

I hope that the above routine is of some use to you, and that it helps you with your coding.

Dear Miles,

I am currently writing myself a simple machine-code monitor. I have need coding a routine that when inputted with a hex number will read off from the memory location inputted, and display the content as hex bytes. The problem I am having is converting the contents of the memory location to screen codes. Would you please explain how it should be done?

Matt Jackson, Hemel Hempstead

Dear Matt,

Thanks for writing to me with your question, and I am pleased to tell you that I do have the answer, and very easily it is too. Quite simply, what you have to do is LOAD the accumulator with the hex value, AND it with 00001111 leaving you with a value from 0 to 15. Check to see if the value is 10 or greater. If so, then subtract 9 (giving you a letter from A-F). If the value is 0-9 then add 40 giving you a number from 0-9. Now take the contents of the accumulator at, say, 1025 (Dec).

This putting a number of letter on the screen (top left). Now reload the accumulator with the original HEX value. This time nosey the accumulator four places to the right, then AND it with 00001111. Once again check if the value is greater or less than 10, from the A reg. or, say 1024 (Dec). Now you should see the original hex value as two screen codes.

Dear Miles,

After reading your article on raster routines in YC's user magazine ('Commodore Disk User'), I wanted to find out two points regarding raster bars:

1. Is it so-called 'vertically split' raster bar a genuine raster bar?
2. If the above question is 'yes', then could you explain how such an effect is done?

J Summers, Scotland

Dear Mr. Summers,  
Let me start by answering your first question, a vertically split raster colour bar is in real raster colour bar, and isn't done using some form of blitter or colour cheat. The way that it is done is fairly simple but involves extremely careful and

precise timing. After experimenting, I found that the best method was to blank out the screen by POKEing \$23965 to 0. The next procedure is to latch only the selected raster line where you want the colour bar to exist.

Now read off a colour into the accumulator (and move to \$23960). You should be able to do this around seven times, then there will be one raster line with seven splits of on. Keep doing this for the remainder of raster lines you want to cover.

The reason I named off the screen is because it allows you the same amount of cycles to every raster line (unless when the screen is on).

I am sorry that I can't give you a listing, but it would take up most of the page. I hope that the information is of some help to you.

I hope that answers your question. I checked on old routine I had for doing the above and it worked O.K., so you shouldn't have any trouble doing a similar one yourself.

If you have any programming problems, hints and tips, then write to:

**Tech Tips,**  
**YC,**  
**Argus House,**  
**Boundary Way,**  
**Hemel Hempstead**  
**HP2 7ST.**

I will be back next month with more questions and answers on machine-code programming.

Miles Berry

# SEX AND SOFTWARE



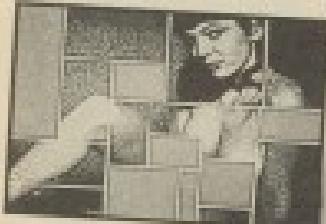
Photo: Alan Soper

Q: What does *The Sun* have in common with computer games?

A: Page 3 girls



This copy is censored! A



A: Don't be surprised, it's naked!



Mario Whitaker, Sam Fox and Corinne Russell have all made their appearance in software adverts in strip poker games, on inkeys and posters in typically scatty online Page 3 publicity with papers and itself computer games. But should it? MP Clare Short is already heading the battle to ban *Page 3* material from our daily papers, and the Organisation Against Sexism in Software (OASS) has been set up to try to combat similar issues in computer games. So what's all the fuss about? Is there really any harm in showing off a bit of pixelated flesh or are the anti-seksus campaigners just getting their knickers in a twist?

If there's anything designed to get people's blood boiling, it's sex. It gets more people upright and interested than the National Health Service and water privatisation put together. Everybody's got an opinion about it and given half a chance they'll run it down your throat. Computers can't kiss or wear a condom so you might think they haven't got all that much to do with it, but these you're wrong. Sex and gender affect everyone - and everything - and games are no exception.

The main points of argument are easy to spot. For something to be sexist it's got to discriminate against women purely on the grounds of their gender. That means that anything which portrays women as less intelligent or capable than men simply because they are women is a definite no-no. The same goes for portraying them as if the only thing that's interesting about them is the way they look. You know the generic body shame about the brain.

From looking and a lot of game packaging and advertising seems to appeal decidedlyify. flick through a few back issues of *Your Commodore* and you'll find more than a couple of ads spotting a picture of a sexy blonde not overly endowed in the clothes

department. More often than not there's just a subtle hint of sexuality — like the female tennis player's undies peeking out from beneath her skirt in the ad for *Passing Shot* — but every now and again someone releases an ad which is so over it causes something of a stir.

Remember Psycho Pigs USA? On the strength of the gameplay nobody would the ad which featured an almost topless model stretched out on a billboard with more memorable. Or how about Connie Russell posing suggestively in supposedly kinky mod-leopard thin bikini plus leather whip on the cover of *MacTech's* MacWorld? Orion refused to sell it with a full-size picture of Connie on the front, so MacTech had to publish a special head-and-shoulders version just for them.

Products like Sam Fox Strip Poker or MacWorld's Christmas Box aren't exactly glamor or furthering the cause of women; no, either. On the '94 they don't even bother the eye very much. However interesting you might find Sam Fox in the flesh, there has to be a limit to the titillation afforded by a pair of bloody, low-resolution breasts.

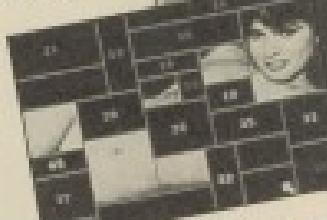
Even without露骨的breasts and naughty knickers, a lot of games hardly go out of their way to show women in a positive light. For example, have you ever thought about the goals of games like *Mysteries of Sociology*? Some noble little girl totally incapable of looking after herself has got into a pickle and is just desperate for her macho, hard-man boyfriend to come and help her out. Doesn't reinforce your confidence in the independence of the 'lower' sex, does it?

Harmless fun? Well, it's unlikely to harm anyone physically. The argument that page 3 girls are directly linked with the 'ultra-severe abuse of women' is pretty tenuous. As long as you're a healthy, law-abiding individual in the first place, looking at a pic of Connie Russell topless or in a bikini isn't going to make you go out and rape someone. Even if you can establish a definite connection between rape and page 3 in a specific incident, that wouldn't be a valid enough reason for banning it. It's like saying that because John Hinckley, the man who tried to shoot Ronald Reagan, was obsessed with Jodie Foster, all her movies should be banned.



My pretty, pretty... Ah.

Psycho Pigs and *It's MacTech!*



A strip by numbers.

That's obvious. But there are more subtle ways in which games can undermine the role of women. Close your eyes for a second and picture a page 3 girl. Ten to one, the first thing you think about isn't her brainpower. If equally placed men and women on a totally equal footing it wouldn't make the blindest bit of difference. For every page 3 girl, there'd be a page 7 tells somewhere else. Nobody would think the girl a slag for posing in the nude; only more than they'd think badly of the face.

But right now that's not the way things work. Like it or not, society still makes it harder for women to succeed than men. There's still a tendency to assume that women are less capable of rational thought. Girls aren't encouraged to do sciences at school and employers often discriminate against women when they're handing out jobs. Less of our MPs are men; over 50% of the population they represent is female.

Anything which depicts women in an inferior role reinforces that inequality, whether it's comic, TV, film or computer games. The question is, should we be trying to stop it? On the one hand, raising a few eyebrows off the floor of a plastic box isn't going to change people's attitudes. But then, if it just goes to show how little respect one half of the population has for the other if

Maria Whittaker is on the left. ♀



they only find them interesting when they're wearing a garter. You may think the view that women belong in the kitchen is outdated but every time you buy a product with a sexist icon, you're adding another link to the chain which binds them to the kitchen sink.

Whatever you think of the moral argument, there's another big product to add. Nudge-nudge advertising carried on CDs excludes most girls from the games scene. At school, computing is considered a boy's subject; at home the brothers get the PCs and the users get the games; at work women use word processors, blokes become the engineers. If a girl ever gets to take a look at a game or a magazine, everything about it is designed to put them off.

Personally, I don't think there's any reason why girls shouldn't enjoy anything from those "arm up to adventure games just as much as boys. The only reason they don't is because they're conditioned to think that a computer won't interest them and all the game blurb they ever encounter just works to reinforce that. Maybe if some of the adverts were less one-sided and the game scenarios had a more universal approach women's attitudes could change as well. It will happen overnight and it won't happen without a change in women's education, but if it does happen it might actually bring a breath of fresh air to software.

One of a minority of software houses currently attempting to encourage a more mixed policy is Audiogenic. The company's boss, Peter Colvin, reckons that getting women interested in software could bring new life into games. If publishers sold more units to all those extra female customers, they'd make more money. That way you could plough a lot of your profit back into development and design. And anything that lets you spend more time on game development has to be good for the industry.

There's only one reason some publishers carry on using sexist adverts and producing strip poker games: money. It sells. Whether your product's good or mediocre it stands to shift a few more units if there's a blonde in a mini-skirt on the front. As for the cash - it comes from you, the consumer. When you pay your money, you make your choice. Pick a lot of licensed games

and the publishers buy more. Likewise, Ask for more from Fox and you'll probably get her. Argue overtly sexual promotion and if enough people do it, you'll probably get a response. Whatever you decide about sexism, this is a cause about which it's easy to make your opinions known. If you've got the cash you've got a vote. And how you vote is up to you.

SUE RENNER



## TOO HOT TO HANDLE

**WODIN** - In an ingenious bid to commercialise religious gameplay, French rock 'n' roll outfit Catherine Russell (and plastered it everywhere) in a high-profile ad campaign. It didn't improve the game.

**PSYCHO FRIZZ USG** - the ad caused a muddle but didn't hog the limelight for long. It was unsaleable enough for the R&B to receive several complaints.

**BABARAH & BARBARAH II** - Moto Whiskers' purple babes on the cover of Barbarah came in for so much heat, Paliss made a bid for respect in Barbarah II. The sequel lets you play the heroine as well as the hero.

**PART (ad pic)** - no wonder this tiny little number was banned following its release in Japan. You scored points by cheating women, revealing their clothes and assaulting them.



# EUGENE GOES TO CAMBERLY

Ashley Carter-Colins arrives at Digital Integration in a swoosh of seat stream and afterburner, and discovers certain manoeuvres before bolting out

Digital Integration is a Camberley-based software house which occupies several offices on a small out-of-the-way industrial estate. It has been in business since 1982 when it produced Fighter Pilot on the humble Z80. Since that inconspicuous milestone, D.I. has built a sound reputation as producer of the best simulations around.

Amongst its peer titles are Tomahawk, T1 Racer and Bobalug, which, along with Fighter Pilot and F-16 Combat Pilot, were all simulations of their subject. In amongst all of these simulations, there lurks a game which is more of an arcade style and format. That game is Advanced Tactical Fighter (ATF). "A bit of a digression" for



Digital Integration, who are currently working on a 16-bit sequel, A10C.

If you ask someone who Digital Integration is, the chances are that they won't know. This is not surprising, as the company tends to keep a low profile. Its strategy tends to be long-term publicity campaign during a game's development. This is usually followed by a sudden outburst of interest as the game nears completion. On launch, the game is widely acclaimed; then D.I. seems to vanish into the background while the sales start clocking up.

F-16 Combat Pilot has taken nine-plus months to complete. It was developed over eighteen months by a team of programmers and designers, whose emphasis was always on speeding up the program. Dave Marshall, head of Digital and project designer and manager, "We constantly need to shave microseconds off of the reaction and movement time to create as realistic a simulation as possible." The Commodore 64 version of F-16 was worked on by Dave, with Chris Ridley programming and graphics by Les Dougherty.

The team has worked long and hard to cram as much detail into the 64 as possible. As a result, the 64 and Amiga versions are technically almost identical. Of course, the 64 cannot match the Amiga's graphics (possibly or speed), but the colours are wide from instead of solid 3D. However, most of the features of the 16-bit version are still represented.

The 16-bit version was acclaimed as the best simulator available this side of a \$20,000 machine, generally used by the Ministry of Defence for training real combat pilots. The 64 version manages to capture the same feel as its 16-bit counterpart, and uses the maximum amount of available memory space. Despite this, the graphics have not suffered and the game still looks polished. However, the future for D.I. in the 8-bit market looks to be fairly limited.

The sixteen bit market is still being explored. However it's definitely the future of D.I., you can do so much more within a more powerful machine. It's not that we want to leave the eight bit market, far more that the size of the machine just won't take the complexity of the project any more. There's only so much that eight bit machines can do. As it is, it was a struggle to cram F-16 Combat



Rico into the 64."

The initial sales have hit around 17,000 units, or so across the 16-bit market. It's always hard to assess the exact level of sales for a simulation because its shelf-life is so long. But the total sales overall are expected to top 100,000. Such a Digital Integration's success after launching a new product that they can survive through eighteen months of development without worrying financially. Now that F-16 Combat Pilot has been released, the sales will continue throughout development of their next projects. And so its success continues.

So much has changed during the age of computer home entertainment in a very short while, and yet Digital Integration is still going strong into the 1990's. Many

F-16 Fighter Pilot, 64

companies have tried to cope with the recession in sales by changing its image, its product or long term strategy. But Digital has stuck to its guns, obviously having found the correct formula first time around. In the meantime, many of the smaller companies have gone by the wayside. But D.I. are now expanding.

"With the backing of Electronic Arts, it's marketing F-16 Combat Pilot in America. This is a huge market area into which many British software houses fail to break. Digital Integration's come into that lucrative per-future market is yet another testament to its achievement as a software house."

→ Jet fuel mystery



Head line banking, 64

Albert Horowitz McCann

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故其事皆成于人，不可谓天也。必有天子之思虑，而无其才力，故其事皆败于人，不可谓天也。

BRUNSWICK - The Brunswick Police Department is investigating a shooting that occurred early Saturday morning.

PLAY THE FREE FOR ALL QUIZ GAME

*Leucania PZL*, mostly seen in B. H. It occurs quite a bit more than *L. obsoleta*, with this species showing more clearly white gossamer veins, especially in the forewings. Also note your name it follows up the *obsoleta* name of *PZL*.



DEPT YC 114 CLIFTON ROAD,  
SHEFFORD, BEDFORDSHIRE  
SG17 5AB

第 1 部分

# BEWARE



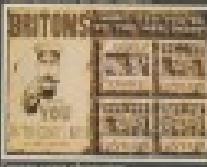
# THE HOUND OF SHADOW

The Board of Trade is set in London in the 1820's and is part of the atmosphere of the era. It features Thackeray's most recognizable scenes.



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# STICK UP!

Competition PRO

500%

## COBRA

MICROSWITCH JOYSTICK

Supplier: EUROMAX.

Price: £11.95

The Cobra looks more than a little like the old Quidashar II. It is microswitched (so therefore makes very loud click!) and is strong and fairly well designed. I found that the trigger was quite hard to use but performed well on most games except The Champ. The accuracy was not possible to achieve.

ACC



92%

Supplier: DYNAMICS

Price: £14.95

The Competition Pro is widely acclaimed as the best joystick ever. It certainly has aged well, as it has been around for some years now. It still looks distinctive, with quiet microswitches and good fine buttons. Is a pleasure and easy to use. One of my favourites.

ACC

75%

# Racemaster

Supplier: EUROMAX  
Price: £26.95

The Racemaster is an adventurous joystick. It looks like a planet's control stick although it doesn't feel as strong as some of the others reviewed. Control was difficult to achieve on everything but Chase HQ, which the stick is literally built for. It works well on racing games but one for funs of the type-only ACC.

65%



## THE ULTIMATE SUPERSTICK

87%

Supplier: EUROMAX  
Price: £32.95

The Superstick is one impressive joystick. It has left or right handed fire buttons, a nice microswitched shaft (so far!) and a tilt act. You plug in the receiver to the joystick pads and the joystick itself sends out signals. My only criticism is that the fire buttons are "squidgy". Pretty good, ACC.



# KONIX SPEEDKING

Supplier: KONIX  
Price: £10.99

**T**his is my favourite joystick of the lot. A fantastic out-of-the-box option, great microswitches and a good hand grip make this one of the most user friendly joysticks. It's very easy

to find directions with the stick for games like The Champ whilst still good for games like Chase HQ. I would definitely recommend this one for the serious gameplayer. A must.

ACC

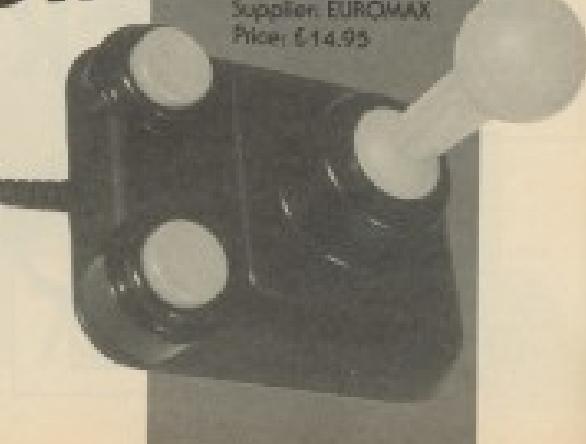


# PROF COMPETITION

Supplier: EUROMAX  
Price: £14.95

► 84%

**T**his is a direct take-off of the Competition Pro, although it looks like a cheaper version of the same joystick. The shell is smooth instead of grippy and the five buttons are small and squelchy to touch, making it harder to use than the Pro. Otherwise it's virtually identical. Because it's light and it's easy to use.









# PURPLE FISH THANG

It's purple time again!!

**B**loop. Oh dear fish friends, though your forthcoming event of over-indulgence, namely Christmas, has come and gone here on the aquatic wonderworld of CNET, the time-difference means that our annual celebrations of all things fishy have yet to take place. And somehow, thanks to communicating with the writer's PC boy Henderson by PTI-mail-link-line-the-fish has communicated what you eatlings call a 'hangover' to our entire population. This courage shall not go unpunished; del grubbers, even now the greater war engines of CNET are being prepared, but first here is the latest gossip brought to me by my spies.

## ACTIVISION

Amanda Berry, Activision's PR supremo, is leaving the exciting metropolis of Reading for dull old London and a job at Lynx Franka PR, informants say. Zen Brudger, temple in the centre of the office, and its inevitable coffee.

## MIRRORSOFT

Following on from the Bloodwych disaster, more bad news from Mirrorsoft concerns Dynamic Debugger. Apparently the programmer was supposed to have finished the game by the beginning of November, but has since steadfastly refused to contact the company. Our fob-on-the-spot (in his bowl of course) also reports increasing levels of smile on the company's white-painter's collar, games not working, echo around the product department all day, and personal callers are walled up behind stacks of returned discs, the two main grills, Coffy in PR and Charlie in Product are aching for the rise of Mirrorsoft Sex Symbol. The office is apparently awash with blusher and eye shadow.

## FOCUS

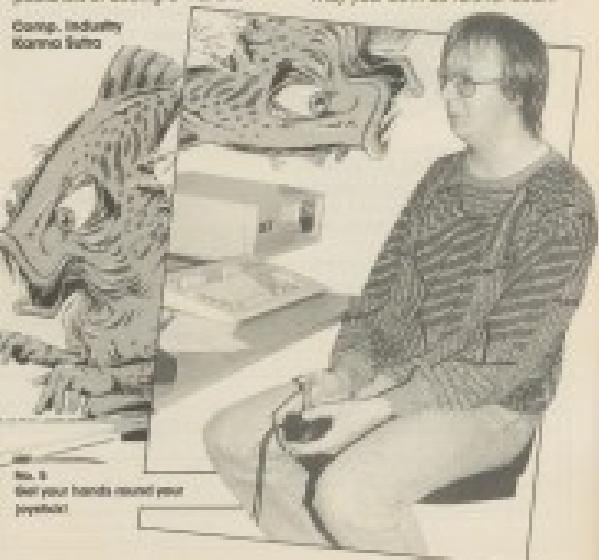
Well known publishing house Focus, well known because all the decent people have left it thanks to the joys for the boys' management, has inflicted a defeat on boy Henderson and his plucky mops. Using such nefarious tactics as 'passing the ball', and a healthy mixture of knuckle-busters and low alcohol lager at half-time the footballers of Argus were unlucky losers in a tight game, decided only when the referee blew his whistle at the end. Commended our fob after the game, they caught us by surprise, they started the game ten minutes before we arrived. It was the secret room that finished us off though. Who would have believed that they could "pass" the ball?

The final score in the nail-biting game was Focus 10, Argus 1. I thought I told you to forget about that - ECO.

## EMAP

The one golden name of EMAP, publishers of reading CNET, and

Camp, Industry  
Karma Kamo



Now, I  
want you  
to turn your  
hands round your  
peysters!

buyers to ACE, has been tarnished recently. First the Deputy Editor of ACE, Richard Haynes, or Dick, as most people fondly call him, flummoxed himself and proved to good marketing spot for interim duty by falling over dead drunk at a press bash. It was touch and go for Dick, but the soothing ministrations of NHS nurses brought him back from the brink and he was discharged the next day.

Then there was a great furze over a review of Chatsworth II in ACE, when it was given the equivalent of 25%. A cowardly pseudonym was used on the review, which has all the hallmarks of a writer working not a thousand miles from Prissy Court. Activision were so incensed by the review, which rumour has it was so damning because the writer didn't open their review copy before anyone else, that the US parent firm has called and lawyers informed. It also resulted in Larry Sparks having a dented team meeting with Dick Haynes of ACE, and Terry Frost the publisher.

That's all from I, the Purple Fish Lord, for this bath month. Until next time, may your bowel be forever clean.



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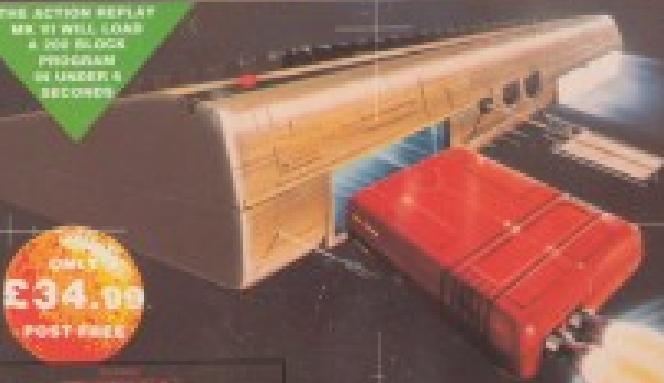
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IN 10 YEARS TIME

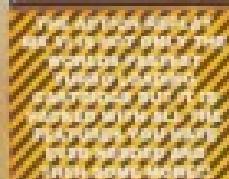


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<b>SMOKING CESSATION</b>	Helps reduce risk factors for heart disease, stroke, and other diseases.	<b>WEIGHT LOSS</b>	Helps reduce risk factors for heart disease, diabetes, and obesity.
<b>HEALTHY DIET</b>	Helps reduce risk factors for heart disease, stroke, and other diseases.	<b>DEBT REDUCTION</b>	Helps reduce stress, which can contribute to heart disease.
<b>FINANCIAL SECURITY</b>	Helps reduce risk factors for heart disease, stroke, and other diseases.	<b>DOCTOR VISITS</b>	Helps detect problems before they become serious.
<b>EMERGENCY PREPAREDNESS</b>	Helps you prepare for emergency situations so you can respond quickly if a crisis occurs.	<b>EXTENDED TREATMENT</b>	Helps reduce risk factors for heart disease, stroke, and other diseases.



#### **HOW TO ORDER...**



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